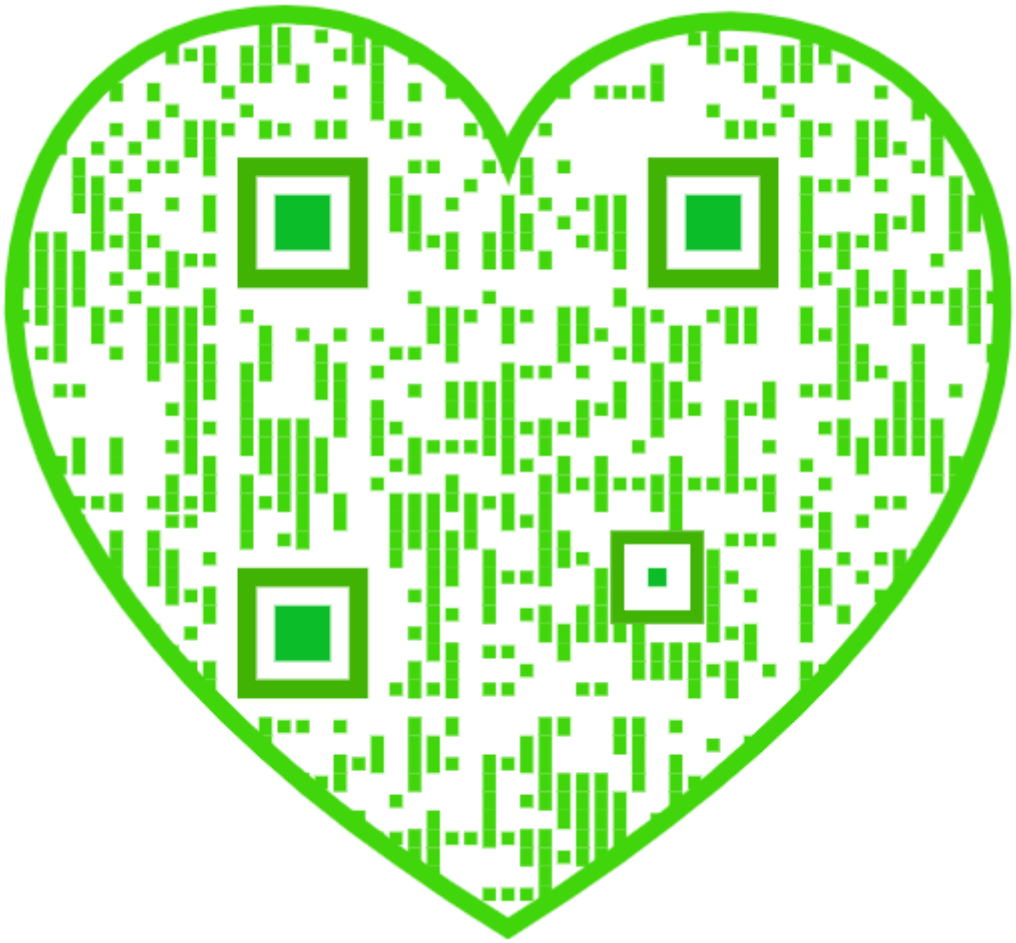
THE ART OF WHIST

COL. DRAYSON R.A.



L. O. Howard
Washington Mar 30/1888

Class GV1277
Book .D7

PRESENTED BY

THE ART

OF

PRACTICAL WHIST

BEING

A SERIES OF LETTERS DESCRIPTIVE OF EVERY PART OF THE GAME, AND THE BEST METHOD OF BECOMING A SKILFUL PLAYER

BY

COL. A. W. DRAYSON, R.A., F.R.A.S.

Dedicated, by Permission,

TO

HIS ROYAL HIGHNESS

THE DUKE OF CONNAUGHT,

K.G., &c. &c.

NEW YORK

GEORGE ROUTLEDGE AND SONS

416 BROOME STREET

LONDON: BROADWAY, LUDGATE

1879

GV1277
.D7

Gift
Prof. C. Howard
Dec 19/27

PREFACE.

It is not unusual to offer an apology for writing a book, more especially when the subject treated on is one which has already been ably written about by other authors. I however offer no apology, because the interest which is deservedly taken in Whist is so great, and so widely spread, that it is difficult to write too much on this game, for anything either new or old (if put into a novel form) must have its attractions.

There are at the present time many valuable works on Whist, amongst which the most able are probably:

The Laws of Short Whist;

Cavendish on Whist;

The Theory of Whist;

The Correct Card, etc.

In spite of these and other books on the same subject being available and often read by would-be whist players, yet the number of good whist players is limited, the number of very bad players is legion. The causes which prevent men from becoming good players are simple, and I believe the defect is easily remedied. And it is mainly to correct those errors which indicate the bad player, that the following letters are written.

March, 1879.

CONTENTS.

LETTER I.

PAGE

LAWS OF SHORT WHIST 1

LETTER II.

HOW TO LEARN WHIST 45

LETTER III.

WATCHING THE GAME 52

LETTER IV.

WHIST MEMORY.—THE LEAD 59

LETTER V.

THE LEAD—*continued* 76

LETTER VI.

RETURN LEADS 82

LETTER VII.

PAGE

PLAY SECOND HAND 90

LETTER VIII.

PLAY THIRD HAND 95

LETTER IX.

PLAY FOURTH HAND 99

LETTER X.

TRUMPS, THEIR USE AND ABUSE 110

LETTER XI.

ASKING FOR TRUMPS.—THE ECHO 119

LETTER XII.

FINESSING 128

LETTER XIII.

FALSE CARDS.—THE DISCARD.—UNDERPLAY.—PLAY OF 12TH AND 13TH CARD 133

LETTER XIV.

RULES AND REASON.—COUPS 148

LETTER XV.

PAGE

YOUR PARTNER 163

LETTER XVI.

WHAT TO LEARN 172

LETTER XVII.

THE PLAY OF A GAME OF WHIST 174

LETTER XVIII.

CASES RELATIVE TO THE LAWS OF WHIST . . 187

INDEX TO LAWS.

	RULE	CASE
Calling for new cards	83	
Cards liable to be called	56	1 & 7
—— played in error	67	
—— detached	60	14
—— exposed	56	2
—— marked	90	
—— trump	52	25
Claim for offences	87	
Cutting	13	
Deal	33	
——, mis	44	13
——, new	37	
Detached card	60	2
Dummy	Page 43	22
Entry	21	26
Exposed card	56	
Formation of table	16	
Highest card, when it can be called	76	5
Honours scoring	6 & 7	10 & 11
Lead, when it can be called	60	
Revoke	71	4 & 8
Shuffling	26	
Win or not win trick	68	21

THE

ART OF PRACTICAL WHIST.

LETTER I.

THE LAWS OF SHORT WHIST.

Before venturing to join a game of whist you should study well the rules. You can cross-examine yourself as regards your knowledge of these rules, and if you do not play whist regularly, it is as well to refresh your memory occasionally by looking over the laws, and also by imagining cases which may occur, and then referring to those laws which bear upon them.

The laws of whist, like all other laws, are for the purpose of maintaining order. They should be rigidly carried out, and when an offence has been committed, the penalty should be exacted.

There is no proceeding more likely to cause disputes, than that of letting off an offender who commits an error for which a penalty has been provided by the laws. Immediately the adver-

saries commit perhaps a greater error, and a penalty is enacted, it is considered a hard case—and it is often urged that "We did not claim a penalty from you, so it's hard for you now to punish us;" such proceedings are childish, and to play *whist* the laws must be firmly and impartially enacted. It is the most certain method to avoid disputes, for it does away with all partiality, and even though the game may be played for mere amusement without any stakes depending thereon, yet to play it otherwise than strictly is a great mistake.

If whist were a mere pastime it never would have occupied the position, or the attention of intelligent men that it now does. Whist, although a pastime and tending to increase social intercourse, is yet something more. It brings into action faculties of memory, observation, judgment, patience, and knowledge of character, all of which are necessary as means of success in the world; thus whist, like some branches of mathematics, although not practically useful in everyday life, yet calls into action those mental qualities which every observing and reasoning person ought to possess. It also has the advantage of being a game that can be played up to an advanced period of life, when more active pursuits cannot be carried on, or when the sight and the muscles have lost their power.

To learn then the laws of the game is essential, and to know the exact penalty that ought to be claimed is of course the same thing as knowing the laws. To dispute about a penalty that ought fairly to be claimed, is an indication of an ignorant and litigious disputant, and to avoid such a position you must thoroughly know the laws.

The following are the Laws of Whist in the Club Code, and published in Laws of Short Whist, Cavendish on Whist, &c.

The notes are by the Author.

The Rubber.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

Scoring.

2. A game consists of five points. Each trick above six counts one point.
3. Honours, that is ace, king, queen and knave of trumps are thus reckoned.

If a player and his partner either separately or conjointly hold :

I. The four honours, they score four points.

II. Any three honours, they score two points.

III. Only two honours, they do not score.

4. Those players who at the commencement of the deal are at the score of four, cannot score honours.

5. The penalty for a revoke takes precedence of all other scores. Tricks count next, honours last.

6. Honours, unless claimed before the trump card of the following deal is turned up, cannot be scored.

NOTE.—*The trump card must be turned up and quitted, to deprive the claimants of their right to score honours.*

7. To score honours is not sufficient; they must be called at the end of the hand; if so called, they may be scored at any time during the game.

8. The winners gain

I. A treble, or game of three points, when their adversaries have not scored.

II. A double, or game of two points, when their adversaries have scored less than three.

III. A single, or game of one point, when their adversaries have scored three or four.

9. The winners of the rubber gain two points, commonly called the rubber points, in addition to the value of their games.

10. Should the rubber have consisted of three games, the value of the loser's game is deducted from the gross number of points gained by their opponents.

11. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

12. If an erroneous score affecting the amount of the rubber be proved, such mistake can be rectified at any time during the rubber.

Notes on Scoring.

It is essential that the score should be carefully kept in two ways :—

First, that the tricks should be taken up and packed neatly, so that your partner should at a

glance perceive how many tricks have been won. He can then know, at once, how many tricks are required to save or win the game. The slovenly manner in which tricks are sometimes packed, is a fruitful cause of error and dispute.

Secondly,—If you use counters for scoring, those counters which indicate the trebles, singles, &c., should be of a different shape or colour from those which note the score of the game. Each player who scores his points should score to his right hand. Thus A. and B.'s score will never be mistaken for their opponents' score. These apparently trifling matters should be attended to, and they soon become systematic, and prevent any possibility of a dispute.

Cutting.

13. The ace is the lowest card.
14. In all cases everyone must cut from the same pack.
15. Should a player expose more than one card, he must cut again.

Formation of the Table.

16. If there are more than four candidates the players are selected by cutting; those first in

the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection must abide by it.

17. When there are more than six candidates those who cut the two next lowest cards belong to the table, which is complete with six players. On the retirement of one of these six players the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

NOTE ON FORMATION OF TABLE.—*Legally a table is complete with six players, but as a matter of courtesy, and when there appears a probability of one player having to sit out during a long evening, the three outsiders by agreement cut to decide which two play the second rubber. The player who remains out then enters on the third rubber, and the two who played the first but not the second rubber cut to decide who plays the third rubber. Thus two only enter on each fresh rubber, and all seven have an opportunity of playing.*

Cutting Cards of Equal Value.

18. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of the two deals.

19. Three players cutting cards of equal value cut again. Should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of these two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

Note.—*As an illustration of the above, we will suppose the cuts to be ace and three sevens. The three sevens cut again, and the cards drawn are two, four, and king. The ace and two are partners, and the ace deals. Again, three sevens are drawn and a ten; the three sevens draw again, and the cards drawn are two, four, and king. The king and ten are partners, and the two deals and has choice of cards and seats.*

Although the term "cut" is used, it is usual to spread the pack out upon the table, and each player draws a card, that pack being used from which no

card has previously been drawn to decide any other selection or question.

Cutting Out.

20. At the end of a rubber, should admission be claimed by any one or two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is or are out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

Note.—*In most cases, but particularly when the table consists of five players, it is as well to write on paper the roster, so that it can be at once decided who is out:—*

A.
B.
C.
D.
E.

are the players, and A. B. C. D. play first. The next player to come in is E., and the first player out decided by drawing we will suppose is B. A. C. and D. next draw, and A. is out, then C. and

D. draw, and C. is out; the roster would then be as follows:

E.
B.
A.
C.
D.

D. goes out after the rubber into which he has gained entrance by drawing with C. E. B., A. and C. play a rubber, then E. goes out, then B., and so on. When a long evening's play occurs, this roster prevents any dispute as to whose turn it is to go out, and when no record is kept of the rubbers, it is often a fruitful cause of disputes to decide whose turn it is to quit the table. Every precaution ought to be used to prevent any cause for discussion at whist.

Entry and Re-Entry.

21. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber, or of cutting out.
22. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior

right of entry ; the others decide their right of entry by cutting.

23. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

24. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

25. If any one break up a table, the remaining players have the prior right to him of entry into any other, and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

Shuffling.

26. The pack must neither be shuffled below the table, nor so that the face of any card be seen.

27. The pack must not be shuffled during the play of the hand.

28. A pack, having been played with, must neither be shuffled, by dealing it into packets, nor across the table.

29. Each player has a right to shuffle, once only, except as provided by Rule 32, prior to a deal, after a false cut, or when a new deal has occurred.
30. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.
31. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.
32. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

Notes on Shuffling.

When a new pack of cards is used, and the cover torn off, the ace of spades will usually be found at the bottom of the pack, and the cards will be found arranged alternately red and black. Many players not having observed this fact, attempt to shuffle a new pack by dealing them in threes or fives—quite unaware that by so doing, they scarcely alter the first arrangement. In order to demonstrate this fact, we will refer to the cards as R. for red, B. for black, and deal them into three

packs; commencing on the left we should place a red card, in the middle a black; to the right a red; then on the first red we should place a black card, on the second card we should place a red, on the third card a black, and so on. On taking up the three packets, we should find that the cards had not been altered, that the whole pack was arranged alternately red and black, and if cut and dealt for whist, one player and his partner would hold nearly all the black cards, whilst the adversaries held nearly all the red cards. To deal out the pack into five packets produces similar results. To deal them in four packets, causes the black and red cards to be sorted into four lots, two of red, two of black, and is a better arrangement. But probably the best and quickest method of disarranging the pack is to place the top card in the right hand, the second card below this top card, the third card above the top card, and so go on through the whole pack, the black cards will then be *nearly* all massed together, and the red cards similarly massed, and a little free shuffling will then prevent the long suits that are so often held in the first hands of the first deal with new cards. We used the term "nearly" above, for the reason that in a new pack the cards are not wholly arranged black and red,

each thirteenth card usually breaking this order. To deal out the pack therefore in three or five packets is merely a waste of time, as it does not alter their order. The cards should be shuffled during the deal of the other pack, so as to be in readiness to be cut immediately the previous hand is played out. Some players have a bad habit of shuffling the cards for one or two minutes *after* the previous hand is played out, and thus waste much time unnecessarily.

The Deal.

33. Each player deals in his turn, the right of dealing goes to the left.
34. The player on the dealer's right cuts the pack, and in dividing it must not leave fewer than four cards in either packet, if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.
35. When a player whose duty it is to cut has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut the cards.

36. When the pack is cut, should the dealer shuffle the cards, he loses his deal.

NOTE ON THE DEAL.—*Some players take up the cards sideways when they are cut, and thus expose the bottom or trump card before they commence their deal. This exposes them to a disadvantage. The adversary who sees this card may by Law* 34 *claim a fresh cut, or, if a card be turned up during the deal, he may claim a fresh deal or decline to do so, and his decision might possibly be guided according as the trump card is or is not a high card. If the pack when cut be united with one hand only and the pack be lifted horizontally, the bottom card cannot well be exposed.*

A NEW DEAL.

37. There must be a new deal by the same dealer:

I. If during a deal or during the play of a hand the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

38. If whilst dealing a card be exposed by the dealer or his partner, should neither of the

adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

39. If during dealing a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

40. If in dealing one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

41. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

42. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A Misdeal.

43. A misdeal loses the deal.

44. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last card (*i.e.*, the trump), face downwards, on his own, or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other three less than thirteen.

V. Should the dealer, under an impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if prior to dealing that third card the dealer can, by altering the

position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this law.

VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the trump card being turned up, and before looking at their cards, but not after having done so.

45. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so, but should the latter have first interfered with the cards, notwithstanding either or both of the adversaries have subsequently done the same, the deal is lost.

46. Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made, as if the missing card or cards had been in his hand; he may search the other pack for it or them.

47. If a pack, during or after a rubber, be proved

incorrect or imperfect, such proof does not alter any past score, game or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

48. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up, after which the game must proceed as if no mistake had been made.

49. A player can neither shuffle, cut, or deal for his partner, without the permission of his opponents.

50. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

51. Should a player take his partner's deal, and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then plays.

The Trump Card.

52. The dealer, when it is his turn to play to the first trick, should take the trump card into

his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

53. After the dealer has taken the trump card into his hand it cannot be asked for; a player naming it at any time during the play of that hand, is liable to have his highest or lowest trump called.

54. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, &c., until the trump card be produced.

55. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i.e.*, from highest to lowest, or *vice versâ*, until such card is played.

Notes on Trump Card.

The trump card, if left on the table after the first trick is turned and quitted, may be called, but it is not usual to do so. Consequently there is a

rule made, and yet the penalty is not usually enacted. Leaving the trump card on the table after the first trick is turned and quitted may cause confusion, as it may be mistaken for a lead. It is careless at least to leave it exposed, and should never be so left. Each player should impress on his memory what the trump card is, as during the play of the hand much may depend on this knowledge. To ask, as some players do, during the play of the hand, "What are trumps?" indicates first, carelessness as regards the whole plan of the play of their hand, and also that they have forgotten, if they ever noticed, what the trump card was.

Cards liable to be Called.

56. All exposed cards are liable to be called, and must be left on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

The following are exposed cards:—

I. Two or more cards played at once.

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

57. If any one play to an imperfect trick the best card on the table, or lead one which is a winning card as against his adversaries, and then lead again, or play several such winning cards, one after the other, without waiting for his partner to play, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

58. If a player, or players, under the impression that the game is lost, or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called, each player's by the adversary; but should one player alone retain his hand, he cannot be forced to abandon it.

59. If all four players throw their cards on the table face upwards, the hands are abandoned; and no one can again take up their cards. Should this general exhibition show that the game might have been saved, or won, neither claim can be entertained, unless a revoke be established. The revoking players are then liable to the following penalties; they cannot, under any circumstances, win the game by the result of that hand, and the adver-

saries may add three to their score, or deduct three from that of the revoking players.

60. A card detached from the rest of the hand so as to be named is liable to be called; but should the adversary name a wrong card, he is liable to have a suit called when he or his partner have the lead.

61. If a player, who has rendered himself liable to have the highest or lowest of a suit called, fail to play as desired, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

62. If any player lead out of turn, his adversaries may either call the card erroneously led, or may call a suit from him or his partner when it is the next turn of either of them to lead.

63. If any player lead out of turn, and the other three have followed him, the trick is complete, and the error is rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are taken back; there is no penalty against any one, excepting the original offender, whose card may be called, or he, or his partner, when either of them

has next the lead, may be compelled to play any suit demanded by the adversaries.

64. In no case can a player be compelled to play a card which would oblige him to revoke.

65. The call of a card may be repeated until such card has been played.

66. If a player called on to lead a suit have none of it, the penalty is paid.

Notes on Cards liable to be Called.

However carefully laws and rules may be framed, there always will remain certain cases either not legislated for, or which the laws scarcely seem to have anticipated. The laws relative to cards liable to be called is an example of such a case. The rule is very clear as regards two or more cards played at once, but it is not clear when a card or cards are exposed in any way on *or above the table.* The question of lowered hands was ably dealt with in the "Field" some years ago, but recent decisions in whist in the same paper appear to point to the fact that if a player lower his hand so that every card in it can be seen by his partner, and consequently by the adversaries, still his cards so exposed above the table cannot be called. A remarkable case once occurred in my experience which points to this rule being defective or not clear. Four

players, A. X. B. Y., were seated in the following order.

X.

A. B.

Y.

Two cards remained in each hand, X. and Y. must win both tricks to win the game. A. holds two small clubs, X. holds a small diamond and the ace of hearts (trumps), B. holds two small hearts (trumps), Y. holds king of clubs, and queen of hearts.

A. leads a small club. X. has now to consider the following: has Y. two trumps or one trump, has Y. the best club, has Y. the queen of trumps. If X. does not put his ace on the club, X. and Y. lose the game. Whilst X. is hesitating, Y. lowers his two cards, and says "it cannot matter what you play." X. then trumps with the ace, and X. and Y. win the game.

A. and B. claim that there should be a penalty for this lowering of the hand; they say that by this lowering an advantage was gained, and in fact the game was won by the advantage thus obtained. Y., who meant nothing unfair, is willing to abide by any rule that can be shown to bear on the case. But no rule efficient to meet the case does bear on the occurrence.

It may be urged that you should not play with a person who acts in this way; but it might with equal reason be urged that you should not play with a careless player, who revokes or leads out of turn, and such remarks do not meet the case. There ought to be a penalty for such an offence; and as calling Y.'s cards, even if legal, could inflict no loss, the only remedy appears to be to call on X. to win or not to win the trick; and such, I venture to suggest, is a law which might be added to the Club Code, and would render the rules more efficient.

Any card exposed on or above the table seems actually to meet the case; but the articles on lowered hands, to which I have referred, seems to give an opinion adverse to this. The question, however, is one requiring more clear and definite legislation.

I have seen disputes relative to exposed cards among even old players in colonies and country places, where a speedy reference to an authority is not possible, and I will therefore refer to these.

Two cards were played at once, viz., a king and a two of the same suit. The adversaries called the two, and on the next trick called the king. The offending player objected to the call of the king, as he urged that there were two penalties being claimed for one offence. Of course his ob-

jection was unsound; each card could be called, as is mentioned in a note on this rule in Cavendish on Whist.

Another case occurred in which two cards were exposed. The first card was called, and when it was the offending player's turn to lead, his second exposed card was called. This, he urged, was enacting two penalties, as it called an exposed card and a lead also. This objection is likewise unsound. The card exposed can be called at any time, no matter whether as a lead or not.

A. led the king of hearts out of turn, when it was B., A.'s partner's turn to lead. B. is called on to lead a spade, and A. takes the king of hearts into his hand. The adversaries object to this, and say that all exposed cards must be left on the table face upwards; that although the king of hearts cannot be called, still it must be left on the table, face upwards, as it is an exposed card. This argument is unsound; immediately a suit is called, the exposed card is released from being a legally exposed card, and therefore may be taken up by its owner.

A. leads the king of hearts when it is the adversary's lead, X., one of the adversaries, pushes the king of hearts on one side, and says "we will call that card presently." X. leads, and the trick

is won by B., A.'s partner. Y. then says to B., "now lead a spade." A. and B. object, and urge that X. has already stated that he will call the king of hearts, and neither he nor his partner can change the penalty that one of them has chosen to elect.

A. and B. are undoubtedly correct.

If X. had said "we *may* possibly call that card," the call of a suit afterwards would have been legal. Any such remark as "we *will* do this or that," is binding.

There are a certain class of players who we may term "slack players," who do and say things at whist that are illegal in spirit, though no penalty has been laid down for such acts. One very common example is the following.

A small card is led, second player holds king, queen and a small card of the suit, and plays his queen, third player plays a small card, fourth player hesitates, and then says, "that is yours, I think, partner?"

This remark can mean only that fourth player holds the ace, if fourth player follow suit. The remark is irregular, and it should be quietly pointed out to the offender that it is so. The fourth paragraph of Etiquette in Whist undoubtedly bears on this proceeding.

Cards Played in Error, or not Played to a Trick.

67. If the third hand play before the second, the fourth hand may play before his partner.

68. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win or not to win the trick.

69. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal. Should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke.

70. If any one play two cards to the same trick, or mix his trump or other card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If during the play of the hand the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many. Should this be the

case, they may be searched and the card restored. The player is, however, liable for all revokes he may have meanwhile made.

Notes on Cards Played in Error, &c.

Rule 69 requires to be carefully impressed on the memory; many players mistake or forget this penalty.

Rule 70 shows the necessity of carefully packing each trick as mentioned in Notes on Scoring, otherwise it would be difficult, if not impossible, to discover the card played in error.

The Revoke

71. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

72. The penalty for a revoke:—

I. Is at the option of the adversaries, who, at the end of the hand, may either take three tricks from the revoking player, or deduct three points from his score, or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand;

III. Is applicable only to the score of the game in which it occurs;

IV. Cannot be divided, *i.e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player;

V. Takes precedence of every other score, *e.g.*, the claimants two—their opponents nothing—the former add three to their score, and thereby win a treble game, even should the latter have made thirteen tricks and held four honours.

73. A revoke is established, if the trick in which it occur be turned and quitted, *i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his turn or otherwise, lead or play to the following trick.

74. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the nega-

tive, or unless the revoking player or his partner have led or played to the following trick.

75. At the end of the hand the claimants of a revoke may search all the tricks.

76. If a player discover his mistake in time to save a revoke, his adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced ;—any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

77. If a revoke be claimed, and the accused player or his partner mix his cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

78. A revoke cannot be claimed after the cards have been cut for the following deal.

79. The revoking player and his partner may, under all circumstances, require the hand in which the revoke had been detected to be played out.

80. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the latter after the penalty is paid.

81. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game; each is punished at the discretion of his adversary.

82. In whatever way the penalty be enforced, under no circumstances can a player win a game by the result of the hand during which he has revoked; he cannot score more than four.

Notes on the Revoke.

There are three penalties for a revoke when the revoking players have scored three or four by previous hands. There are only two penalties when the score of the revoking partners is at love, one, or two.

The penalty for the revoke takes precedence of every other score; consequently, if the revoking partners have no score already marked up, amounting to three or four, their adversaries have no option other than to take three tricks from the revoking partners and add them to their own, or to add three to their own score.

I have known many players who, unacquainted with this law, have acted illegally in their penalty. Example:—Score, love all; A. and B. score two by honours and two by cards. X. and Y. are the better players, and fancy that the more distant the goal the better is their chance. If they enact as penalty three tricks from the revokers, the game would stand—

A. B. 2,
X. Y. 1.

If X. and Y. added three to their score, the game would stand—

A. B. 4,
X. Y. 3.

As the recognized odds in the first case would be less in favour of A. B. than in the second, the first would be the better penalty; but X. Y. claimed and were allowed by the revoking players to take three away from their score of two by cards, two by honours, when the game stood—

A. B. 1,
X. Y. love.

With reference to the penalty for a revoke, I was witness of the following:—

A. B. scored two by cards and two by honours,

and were at love. X. and Y. were at love, but in this hand A. revoked.

"Now what will you do?" asked A.

X. and Y. consulted, and then X. said, "Mark your two by cards and two by honours."

A. and B. marked four.

"Now," said X., "I will take three from your score and reduce you to one."

"You have lost your right to *any* penalty," now urged A. "The penalty for a revoke takes precedence of every other score, and so when you tell us to score four you have lost your right to a penalty."

The law as it now stands is undoubtedly in accordance with A.'s argument. The penalty for the revoke must be claimed and paid first, before any other score is registered. If then the revoking partners be allowed and directed to score, their adversaries have lost their right to any claim.

That such was the intention of the original framers of this law I do not think is probable, but the reading of the law as it now stands is certainly in accord with A.'s argument. Thus, if A. B. revoke, hold four by honours, and gain three by cards, no penalty can prevent their being four, provided the adversaries are at love. I have seen

so many mistakes made in connection with this penalty that particular attention is called to it.

Calling for New Cards.

83. Any player (on paying for them) before, but not after the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

General Rules.

84. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact; if they do so consult, they lose their right; and if either of them, with or without the consent of his partner, demand a penalty to which *he is entitled, such decision* is final. This rule does not apply in exacting the penalties for a revoke, partners *have then a right to consult.*

85. Any one during the play of a trick, or after the four cards are played, and before, but not

after, they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

86. If any one, prior to his partner playing, should call attention to the trick, either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him, the adversaries may require that opponent's partner to play the highest or lowest of the suit they led, or to win or lose the trick.

87. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

88. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

89. A bystander, by agreement among the players, may decide any question.

90. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

91. Any player may demand to see the last trick turned, and no more. Under no circum-

stances can more than eight cards be seen during the play of the hand, viz.: the four cards on the table, which have not been turned and quitted, and the last trick turned.

Notes on General Rules.

When an offence against the laws has been committed, it is usual for one of the adversaries to say to his partner, "Will you enact the penalty, or shall I?" This gives to one player the option of enacting the penalty or leaving it to his partner to do so. The most common case of such an option occurring, is when there has been a lead out of turn. The adversaries then have the option of calling either the card erroneously played, or of calling a lead. Which is the more favourable penalty to enact is then the question. If a player who is fourth hand when the penalty is to be enacted hold ace and queen of a suit when the king is in hand, or hold king and one other card of a suit when the ace is in hand, it would be a great advantage for him to be led up to. Consequently, although the question "Will you enact the penalty, or shall I," has been asked, it is better that the enaction of the penalty should be left to the player who will be fourth hand when the penalty is enacted. If, however, the

player who has led out of turn be last player, it may be advantageous to lead up to him and call his exposed card. Thus it is often an important question as to *who* should enact the penalty, and this option should be left to the player whose position is as stated above, and not, as is often the case, assigned by the player who considers himself inferior to his partner, who may be considered the better player of the two.

The longer I play whist the more I regret that Rule 91 exists, and that it is at all possible to see the cards of a trick turned and quitted. Some players have a habit of waiting till the last trick is turned and quitted and then either look at it themselves or ask that it be shown them. This does not occur once or twice during an evening's play, but is almost perpetually taking place. More especially does it happen when a player has led the king of a suit and follows with the ace, and his partner drops the three or four. A careless player will then ask to look at the last trick, and if he find a two in it, he hesitates and reflects and probably dashes out a trump, imagining that his partner has asked for trumps, by playing first an unnecessarily high card.

I once heard one of the best whist-players I ever met remark, that he could consider no man any-

thing but a second-rate player who (unless his attention was diverted from the game) ever asked more than once during a rubber to look at the last trick, and he added, a first-class player scarcely ever asks to see the last trick. A player who is wasting his time in looking at or pulling about his own cards during the play of a hand, necessarily fails to see who plays certain cards. In the vain hope of obtaining such intelligence, the player looks at the last trick and commences a condition of mental confusion which continues during the whole hand. To avoid such a habit or such a result, never take your eyes off the table whilst each player is playing his cards; *observe* each card and draw your conclusions *at once* on its fall. You will then never need ask to look at the last trick, and will have adopted one of the most essential proceedings to make yourself a whist-player.

The same remarks apply to the player who is sorting his cards, or is otherwise occupied during the play of the hand, and who is perpetually asking the players to place their cards. It is only when two or three cards are played so quickly as to render it difficult to decide who has played particular cards that this demand is necessary. Such persons forget that they by their want of attention are calling upon three players to do that which is a

trouble and annoyance, and is by no means necessary if common attention is given to the game. Some persons, however, habitually call upon the players to place their cards, and then ask to look at the last trick, and often add to these two unpardonable offences a third, by asking "Now what are trumps?" Such men are annoying and offensive whist-players, and can have no proper feeling as regards their duties to their neighbours. Never get into these habits; but, if you possess them, break yourself of them at once.

Etiquette of Whist.

The following rules belong to the established etiquette of whist. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

Two packs of cards are invariably used at clubs: if possible this should be adhered to.

Any one having the lead and several winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

No intimation whatever, by word or gesture, should be given by a player as to the state of his hand, or of the game.

A player who desires the cards to be placed, or who demands to see the last trick, should do it for his own information only, and not in order to invite the attention of his partner.

No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide any disputed question of facts, as to who played any particular card, whether honours were claimed, though not scored, or *vice versâ*, &c., &c. It is unfair to revoke purposely. Having made a revoke, a player is not justified in making a second in order to conceal the first.

Until the players have made such bets as they wish, bets should not be made with bystanders.

Bystanders should make no remarks, neither should they by word or gesture give any intimation of the state of the game until concluded and scored, nor should they walk round the table to look at the different hands.

No one should look over the hand of a player against whom he is betting.

Dummy

Is played by three players.

One hand called dummy's lies exposed on the table.

The laws are the same as those of whist, with the following exceptions:—

I. Dummy deals at the commencement of each rubber.

II. Dummy is not liable to the penalty for a revoke, as his adversaries see his cards: should he revoke and the error not be discovered until the trick is turned and quitted, it stands good.

III. Dummy being blind and deaf, his partner is not liable to any penalty for an error, whence he can gain no advantage. Thus he may expose some, or all of his cards, or may declare he has the game or trick, &c., without incurring any penalty: if however, he lead from dummy's hand when he should lead from his own, or *vice versâ*, a suit may be called from the hand which ought to have led.

Double Dummy

Is played by two players, each having a dummy, or exposed hand, for his partner. The laws of the game do not differ from dummy whist, except in the following law: there is no misdeal, as the deal is a disadvantage.

ENQUIRY.

I HAVE played whist for some years, but never with any first-class players. I never read a book on whist in my life, but think I play a fair game; yet I am such a bad card-holder that I nearly always lose; so I am thinking of giving up the game. What do you recommend me to do?

Answered by Letter No. 2.

LETTER II.

HOW TO LEARN WHIST.

In order to obtain even mediocrity in whist, it is necessary to *read* some of the books that have been written on the subject, and it is better to read them all. There is no more certain method of discovering a conceited man than to play whist with him. He will indicate his weak points in many ways, and one that is very common is to announce that he never read a book on whist in his life. This statement is usually made by men who like their own play very much, and fancy that although they are not quite first-class players they are very near being so.

When a player has committed a series of puerile mistakes during a rubber, every one of which is referred to as bad play in whist books, and then announces with an air of triumph, that he never read a book on whist in his life, it is rather disappointing for his partner to inform him, that his style of play clearly indicates that he has not read.

Considering that the later books written on

whist may be said to contain the experience of nearly one hundred years of whist-playing, (for each writer writes up to his own time, and builds on that which has occurred before him,) it is merely asserting, that one man's experience of whist during probably a few years' play, fits him to play as well as if he had played all over the world during a hundred years.

Many persons who blunder through a game of whist, will excuse their mistakes by saying, "They only play whist for amusement."

Let us now apply the same argument to another case. Suppose a lady of mature years sat down at a piano and banged the notes at random, without any idea of time or harmony, or even of tune. It would indicate a singular type of mind, if, when it was suggested that there would be a more pleasant noise if the lady learned her notes, she replied, "Oh *I* only play the piano for amusement." Yet exactly similar remarks are made by men of mature years, who play probably three or four nights per week at whist, and who have played a *sort* of whist for years.

Just picture to yourself the ridiculous condition of such a man's mind, and if yours is at all like it, at once practise a little humility, and exercise a little common sense, and read whist if you intend

to play it, and avoid the pity which you scarcely deserve when you lose a rubber, and your own and your partner's money by ignorance, due to a superfluity of conceit.

It is often too an indication of laziness, when a man plays whist frequently and yet does not read, or know the rules which long years of whist-playing have proved to be the best, and the loss to himself is considerable. I here wish to point out to you that there is no game less of a gambling game than is whist. It is a sort of three per cent. consols investment, if played for points only, as it ought to be played without bets. But I will demonstrate what is the value that you place upon your time, when you state that you have no time to read about whist. If you never have read about whist, you cannot avoid being a very inferior player, unless you have played during several years with the very best players. Assuming then that you have no time to read, you must be an inferior player; and that you play whist one evening per week, or fifty evenings per year. That you play only shilling points with no bets, the rubber being limited to eight points. We will suppose that although you have never read about whist, you yet play so well that you only lose one rubber during the evening by bad play, (a very favourable view

of your case); that you lose six points when you ought to have won six points, making a difference of twelve shillings each night, and thirty pounds a year.

Now suppose some generous minded person were to say, "Here is a book of about two hundred pages I want you to read. It is rather amusing than otherwise, you had better read it in instalments, say one hour a day, so as to think over and digest what you read. In one month, if you read only every other day, you will know the book well."

Suppose to this request you replied, "I have not time;" you would in reality be saying, "My time is worth thirty pounds a month, at the rate of one hour every other day."

But in addition to the pecuniary value to be derived from reading about whist, there is another reason for doing so. Whist is a social game. You enter into partnership with one partner for a certain business. If you are a good partner, every one is glad to sit opposite to you, and you work in harmony with this partner. If you are bad as a partner, you are voted a nuisance; you irritate your temporary friend; and you must be dull indeed if you do not perceive the look of disgust which few can conceal when the cards drawn show that you fall to the lot of the man, indicating his displeasure, and

the cheerful look that emanates from those who have escaped having you for their *vis-à-vis*.

Such indications must surely be humiliating to a man who is so self-sufficient as to boast that he never reads about whist.

You say that you are such a bad card-holder that you nearly always lose. Few remarks are more amusing than this of yours. That you lose is a fact about which there is no question, and you assert that you do so because you are a bad card-holder. Now there is nothing more certain than that every man during, we will say 1,000 rubbers, holds nearly the same number of court cards, and the same number of trumps. It is quite possible, and often happens, that cards run against you for days and perhaps weeks, and you hold during that period far below the average of winning cards; but as sure as summer follows winter, you will find that after a time you will hold above the average of cards, and in a long series you will as nearly as possible have held the average only. On three occasions in my whist experience I lost above 500 points between January and March; but before the end of the year, I was a winner of 450 points.

Early in one year I once lost 35 rubbers in succession; before June of the same year I won 18 rubbers in succession, then lost two rubbers, and

the next day won 10 rubbers in succession. Those players who were witnesses of this last-named result, exclaimed that they had never seen such a card-holder—but they forgot I was only making up my average, and they did not remember the loss of 35 rubbers in succession.

To claim to be a bad card-holder is ridiculous. I have often heard the claim made, and I never failed, on looking over the play of the claimant, to discover that when he held inferior cards he lost more than he ought to have lost, and when he held good cards he did not win as much as he ought.

To lose one or even two tricks in each hand is by no means an unusual performance on the part of a player who has never read a book on whist, if you consider that there are probably five or six hands for each rubber. Such play, with hands of equal value all round, will lose eight instead of winning eight points; and such, I have no doubt, is the explanation of your opinion that you are a bad card-holder. It is the true explanation of every other similar case that I have watched, and I am indisposed to admit miracles in whist, as an explanation of facts, for which I have always found another and a natural solution.

When you ask what I recommend you to do, I answer, read and think about whist. Don't do as

many do: take up thirteen cards and just play them anyhow, without system, order, or reason. Whist is a simple game; it should in almost every case be played clearly and simply; and the usual fault of bad players is, that they play whist apparently with an absence of common sense, and commit acts which, in any business habits of life, would cause them to be considered little better than imbeciles. In my next letter I will describe what I believe the essential preliminary steps to becoming a whist-player.

LETTER III.

WATCHING THE GAME.

To arrive at the rank of a good player, certain systematic proceedings are necessary, and to which I will now call your attention. By carefully attending to these, you will avoid one of the most dangerous and annoying proceedings of certain players who would otherwise be good, and will not commit as they do, what I will term "clerical errors."

By clerical errors, I mean such palpable mistakes as leading out of turn, mistaking the trump suit, playing a club to a spade suit when you hold a spade, or a diamond to a heart suit when you hold a heart. Thinking your partner discarded a spade, when he in reality discarded a diamond, and the adversaries discarded a spade, and consequently playing to favour the adversaries, instead of selecting to favour your partner. These and similar mistakes, usually arise from causes which I will now explain, and endeavour to point out how to avoid.

Immediately the cards are drawn, to decide who are partners and who deals, remember whether you are first, second, third or fourth player, when the deal is completed. As soon as the cards are dealt, observe carefully the trump card, and note how it may aid you in finessing, or otherwise, by comparing its value with the trumps in your own hand. For example, suppose the knave is turned up to your right, and you hold queen, ten and a small card in trumps; your queen and ten are equally good, as long as the lead comes through you. To play the queen, then third in hand, instead of the ten, would be an act of stupidity, unless the knave was played second in hand. Again, suppose the knave turned up to your right, and you hold ten, eight, seven of trumps. To lead the ten, in *the hopes of strengthening your partner*, would be weak play, for your partner must head your ten to prevent the knave from winning, and he would do the same to a small card, and your ten would be a useful card held up.

Sort your cards quickly and systematically, arranging the suits alternately red and black, and the cards of each suit in the order of their relative value.

It is said that if you always place your trumps in one position in your hand, certain opponents

will note as you sort your cards, how many trumps you hold. I do not consider this argument is of value. If an opponent watches you sort your cards for this purpose, you must be very dull if you don't perceive it, and if you do find he does so, you can very soon mislead him by going through the motions of holding many trumps, when you have only a few, or *vice versâ*. It is a terrible error to mistake the trump suit, and if trumps are always sorted into one position, such an error is not likely.

It is a very bad habit to be occupied in any way when the sorting of hands is going on. You should practise sorting your hand quickly, so as to be ready for the lead, and to have formed some estimate of the value of your hand before the first card is led. By forming an estimate of your hand, I mean, that you should note how many tricks you are almost certain to win; how many tricks you may probably win; then having noted the score of your adversaries, and your own score, you know whether you can save the game in your own hand. If *you* cannot do so, you must remember how many tricks you require from your partner to save the game between you. If you are certain that you can save the game, you may then run some risk to win it; but you must be most cautious, as the state of the score alters the style of the play.

When the adversaries are four to your love, you must play quite a different game from that which you would play at love all. Again, if you are four and the adversaries love, it would be absurd to play a game which might win you three or even two by cards, but might lose you the trick.

Now all these important questions should pass and be weighed in your mind *before* a card is played, and if you are sorting your cards when these questions should be considered, you at once start at a disadvantage.

Immediately a card is led, either by your partner or an adversary, you should, from what you know of the cards in your own hand, form conclusions as to what this card means. For example, suppose you hold (with other cards) the ace, ten, five and two of hearts, and that your left-hand adversary is the original leader. Suppose he lead the six of hearts, a rapid glance at your own hand indicates that there are two cards—viz., the four and three—lower than the card of the original leader, and these cards are in one or other of the three hands. To the six your partner plays the eight, third player plays king, you win with ace. From the instant a card is led you should never take your eyes off the table, but as each card falls, draw conclusions as to where

the other cards are located. A lead of the six by the original leader would indicate—

First, that it was the lowest of four cards of the suit.

Second, that it was the lowest but one of a five suit.

Which of these two conditions really exists it is impossible at present to decide.

When your partner plays the eight, it indicates that if he hold either the four or three or seven he is asking for trumps (as he has played an unnecessarily high card, as will be fully explained in a future letter). When third hand plays the king, it shows he has not the queen. Now where are the three, four, and seven?—for on their position depends your knowledge of the game.

We will suppose that having won the first trick with the ace, you return the two of hearts. Second hand (that is the original leader) plays the seven, your partner wins with queen, and fourth hand plays the three.

From comparing these cards with those which fell previously, you can now form a very fair estimate of the suit of hearts, and of the hands held by one adversary at least. The original leader led six, then second round played seven. He does not then hold five of the suit unless he is a weak

player, otherwise in the second round he would play the four or three, showing his partner that he had led originally the lowest but one, or what is termed the "penultimate," which when led indicates five in the suit. The play of the queen by your partner shows that he does not hold the knave, and the play of the three by your right-hand adversary shows he is not asking for trumps, as it is the lowest card he could play.

You now rapidly draw your inferences. Original leader led from four of a suit, and these four were almost certainly six, seven, nine and knave. If your partner, after winning with the queen of hearts, does not lead a trump, you may fairly conclude that the four of hearts is not in his hand, and that his first card, the eight, was not an "ask for trumps." You can now place the nine and knave of hearts to your left and the four to your right, and you can when you like, force your partner, if you consider it advisable to do so. For as eight hearts are out, and as you hold two, two are to your left and one to your right, the thirteen are accounted for, and your partner cannot hold another heart. If now one trick more would save the game, you can save it when you obtain the lead by forcing your partner.

This will serve as an example of the system you

should adopt, of observing the fall of the cards and drawing your conclusions at once. If you commit the error of gazing at your own cards, as if you were studying the countenances of the kings and queens, instead of watching the fall of the cards, you will probably be compelled to say "place your cards," and you at once start at a disadvantage.

ENQUIRY.

I HAVE read Letter Three, and I note the points to which you call attention; but I find it very difficult, as I have a bad memory, to remember the cards that are out. Can you suggest any method for improving my memory, as regards whist. If I could do so, I should play much better. Also I am not quite clear why men should play whist so that you can know by the cards they play what they hold in their hands. It seems to me they may deceive you, and then all your calculations are upset.

LETTER IV.

WHIST MEMORY.—THE LEAD.

MANY persons make the same mistake that you seem to have done, and appear to consider that a very good memory is necessary in order to play whist well. "Memory" is a word often used and but little understood. What you consider Memory is nothing more as regards whist than careful observation, and I think I can make this clear to you.

If you were asked how many steps there were from the ground floor to an upstairs room, to which you ascended daily, you might possibly assert that you could not remember. The fact would be that you had never observed or counted. Count these steps, and ten minutes afterwards even, you could state the number without any exertion of memory.

Suppose you entered a dining room, and were asked after you had been there five minutes, how many chairs there were in the room, or how many pictures, you could not state how many as an act of memory; but if you had observed and counted,

you could at once state. You may remember the account given in, I think, the "Life of Houdin the Conjuror," how he passed a shop window, observed the contents and then wrote them down, and thus discovered how many things he had failed to observe. By thus repeating his observations, he found he improved immensely, and could soon tell by a glance as much, as he had at first been able to discern by a long look.

So is it at whist. If you are fiddling about your cards, and sorting them when you ought to be looking at the table, you fail to observe the cards that fall from each player's hand, and you consequently cannot recall what these particular cards really are, and no amount of looking at the last trick will do anything more than imperfectly aid, and very often puzzle you as regards who played particular cards. Note carefully each card as it falls, and draw your conclusions from these cards as regards the state of the hand of each player, and you will soon find what you call your memory is a far more accurate register than what you imagine it is.

You will find how essential it is, that your attention is not taken off during the play of the hand. If anything takes your attention off the table, you cannot observe as you ought, and then conse-

quently you forget what cards are out, and cannot form a just conclusion as to where other cards not played are most likely to be situated.

Your second remark is one which calls for special notice, and I would impress on you the importance of what follows:—

You say "Why should men play whist so that you can know by the cards they play what they hold in their hands," &c. On this depends the beauty and principle of the game. In whist it is a combination of your own and your partner's hand, against those of your two adversaries. If you and your partner by a certain system of play, can make each other understand what cards you each hold, whilst your two adversaries conceal from each other, or mislead each other as to what is in their hands, then you and your partner are playing what is called twenty-six cards, instead of thirteen, and you are pulling together instead of in different directions, and your combination, with equal cards to those held by your adversaries, will to a certainty defeat their disorganization. If, therefore, you have a partner who is intelligent, who observes the cards that fall from each hand, you should play so as to inform him of the contents of your hand, although you also inform intelligent adversaries, and you gain an advantage by so doing. If you have a partner who plays so

obscurely as to conceal from you what he has in his hand, you have no alternative but to play your own hand selfishly, and thus you labour under the disadvantage of having three adversaries, and must lose if the cards are at all equally divided.

For example: Suppose you hold ace, two, and three of trumps; your partner turns up the queen, and holds king and queen only. Your right hand adversary leads a trump, you play the two, third hand plays the nine, and your partner plays queen. You conclude from this that your partner does not hold the ten, knave, or king. If he had held either ten or knave, he would not have won with the queen. If he had held the king, he would have played it to let you know he held both king and queen, for you already know he holds the queen, as it was turned up. On trumps being played again by your right hand adversary, you play your ace second hand, and your partner's king falls to it, and the whole command of the trumps is now against you, and a trick has been lost.

This is a most palpable example of what I wish to impress on you—viz., that to play a strong game you must play so as to make your own hand as clear as possible to your partner. If either adversary play so as to deceive you, he must also play

so as to deceive his partner; consequently he plays on a system which in the long run must lose.

In order, therefore, to play on the most winning system, there are certain cards in a suit which you should lead when it is your original lead—that is, when your right hand adversary has dealt and you commence with a lead. There are certain cards to play second in hand, third in hand, and when last player. Which cards to lead and which to play under the above conditions are carefully laid down in every book on whist, and these must be learnt and remembered. There is no difficulty in remembering them, and it is just as easy to play the correct as the incorrect card.

Learning, then, what to lead, what to play second and third in hand, is the mere A B C, or mechanical part of whist; consequently the commencement of a game is easy and presents but slight variations. As each card falls the play becomes more difficult, and greater skill is required; so that a good player who has read the book may play half the hand as well as a skilful player; but when the last half of the cards have to be played, the unobservant or stupid player loses generally one and often two tricks.

When, then, you have learnt what to lead, what card to play second and third in hand, do

not run away with the idea that you know anything of whist,—you have yet to learn the art of the game. But before you can be anything but a very bad player, you must learn what to lead when you are original leader. I will, therefore, now give you a list of the conventional leads, when you have certain cards in your hand. Each of these leads has a reason for being adopted, and this conventional system is the result of the accumulated experience of the best whist-players during probably the past hundred years. Do not, then, imagine that your own personal experience is in any way to be compared with that which has caused the various leads given below to be adopted. These leads must be learned; so that you never need be in doubt about an original lead.

When you have learned what to lead, you will not act like some players who, when it is their lead, wait some minutes, and then mutter that they don't know what to lead.

The original lead is an easy thing, for you should in nearly every case lead from your longest suit: which card of this longest suit to lead, in order both to protect yourself and to inform your partner, and save his wasting an unnecessarily high card, will now be explained.

The Lead.

When you have sorted your hand, you can at once tell which is your longest suit. You must have at least one suit, containing four cards. Probably you may have one suit with five or even six cards; this is called your strongest suit. If you hold two suits each containing four cards, the relative value of these cards determines which is the stronger suit. Thus with queen, ten, seven, and two of spades, king, queen, eight, and two of hearts, the hearts is the stronger suit.

Before you commence your lead you should note the score, and see whether from your own hand you are certain to save the game. If you hold only three trumps, with one honour, and have but two tolerably sure tricks, you will require at least two tricks from your partner to be safe, as regards the game, as you may hope to make one of your doubtful cards. But the first question you should ask yourself is, "Can I venture to play a forward game? or can I only play a back or safe game?" As this is one of the most important problems in the art of whist, I suggest that you take a pack of cards and give yourself the following cards—ace, queen, knave, and two of diamonds (trumps), king and three of spades,

ace, king, queen, five, and three of clubs, the seven and four of hearts. The score is three all.

Any thoughtful player would at once see that the two by honours in his own hand gave him game, provided he could prevent the adversaries from scoring two by cards. There is no object in the holder of this hand winning the odd trick, or even two by cards. If the adversaries win the odd trick, it is no use to them. So the sole object of the player who holds this hand, should be to save losing two by cards, and not to attempt winning the odd trick. Consequently he should play a back, or saving game, and not a forward, or winning game. In reality, strong as this hand looks, there are only two certain tricks in it—viz., ace, queen, knave of trumps—two of which must make, for the clubs may be trumped first round, and the king of spades may be taken by the ace. To consider, then, the lead under these circumstances, is most important. If the game were love all, the correct lead would be king of clubs, then if it won the first trick, the saving of the game is a certainty, and you may try to win it, and your best chance would be, to lead ace, then queen of trumps. You have thus shown your partner your strong suit in clubs, and your strength in trumps, and asked him to help you play that style of game. If this game

fail in consequence of the forward play, and of your partner's bad cards, you still do not lose the game, and there was more than a fair chance of your winning it. If, however, the score is three all, you lose the game under the same conditions.

Having on one occasion seen this identical hand played by a thoughtless player who lost two by cards in consequence of playing for too much, I will give the results of the two methods of playing it:—

First, the wrong way, at the score of three all. The holder of this hand I will call A., his partner B. His left-hand adversary X., his right-hand adversary Y.

A. led king of clubs, which won, he then led ace of trumps, and followed with queen, both of which made tricks. Concluding that his partner held king of trumps, he led the small trump. Both X. and B. failed, and A. was now trapped, as Y. won the trump, and led his king of trumps catching A.'s knave. Y. now led king of hearts, which won, then queen of spades, on which A. played king and X. ace, thus X. and Y. had won four tricks. X. led nine of hearts, B. played small heart, Y. won with knave, led ace of hearts, then knave of spades and thirteenth trump, and won game. X. and Y. could win no other trick, as B. held ten of spades. Now

I will give the hands as they were located. A.'s hand is already given, B. held two small trumps, the four and three; three small hearts, two, three, four, with queen; four spades, four, five, six, ten; and three small clubs, two, four, seven. X. held ace, queen, knave and seven of spades; nine and five diamonds; ten, nine, eight, six hearts; ten, eight, six clubs.

Y. held king, ten, eight, seven, six diamonds; ace, king, knave hearts; knave and nine of clubs; nine, eight, two spades. If now A. had led king, then queen, then ace of clubs, Y. would have trumped the ace of clubs, and led a trump after he had led his king of hearts, for his reasoning would probably have been as follows. Unless my partner hold an honour, the adversaries are two by honours and game. If my partner hold even the knave, I shall make probably two tricks in trumps, and clear them all out; and make a greater certainty of three tricks in hearts. On leading a small trump, A. played a false card, the queen, for reasons that you will see explained under the head of false cards, and he won this trick, and leads the five of clubs, which X. trumps with his nine, and leads a small heart. Y. finesses knave, and wins this trick, and concluding that his partner holds knave of trumps, he leads the eight of trumps, on

which A. plays knave and wins, then ace of trumps, which leaves Y. with king of trumps only.

A. has now won the following tricks: king and queen of clubs, queen, knave, ace of trumps, making five tricks. A. then plays his remaining club, and forces out the king of trumps, and A.'s two of trumps must win. Consequently, A. and B. win six tricks and game; for if X. and Y. win the odd trick, it is no use to them. Consequently, by back play, A. and B. win the game, instead of X. and Y. doing so.

Now I wish you particularly to study these hands, because although the first or original lead would be the same no matter what the score was, yet your second lead would be different, because in one case you have to guard against one event only, viz., to prevent the adversaries gaining two by cards. If you were love all, you have no fear of losing the game, with such a hand as that I have given as held by A., and so you may venture to try and win it.

The first or original lead, therefore, should in almost every case be from your numerically strong suit, and the card to lead of this suit will now be referred to.

With five of a suit, lead the lowest but one, unless this suit be headed—

By ace, when lead the ace.

By ace, king; in which case lead the king.

By king, queen; in which case lead the king.

By queen, knave, ten; in which case lead the queen, unless under one particular circumstance which I will refer to at the end of this letter.

By queen, knave; lead the queen, if you hold six—the smallest but one, if you hold only five.

By ace, queen, knave and two others; lead ace, then knave.

By knave, ten, and small cards; lead the lowest but one.

[These leads have exceptions when certain cards are turned up in trumps, these exceptions will be given in a future letter.]

By king, knave, ten; lead the ten.

By king, knave, ten, nine and others; the nine.

By king, queen, knave; lead the knave.

Now the object of leading a different card when you have five of a suit, from what you would when you hold three or four, should be quite clear to you.

If in your own hand you hold five of a suit, there are eight cards of the suit in the other three hands, and one of these three must have no more than two cards in the suit. Unless, therefore, you can extract the trumps, you cannot expect to make more than one trick in the suit, if you hold king, queen and

three others. If you led a small card of the suit, the first trick might be won by the adversaries with the knave, the second by the ace, and you might not win a single trick in that suit. If you lead king, from king, queen, the king either wins the first trick, or is taken by the ace. If taken by the ace, the queen is the best card left in of that suit.

In some of the other cases named the lead of a particular card is for one of two objects, and sometimes for a combination of both. It is either that you lead a high card to prevent the adversaries winning a trick with a low card, as in the case of ten from king, ten, knave; ace then knave from ace, queen, knave and two others, to show five with queen,—thus to inform your partner as to the number of cards held by you in the suit you have led from, as in the case of leading the lowest but one when you hold five in the suit, not headed by the cards named above.

For example, if you lead the knave of a suit and it wins, and you then lead the king, your partner knows you led originally from king, queen, knave and *two others*. If you led king originally and on this winning led the queen, he would know that you had led from king, queen, knave and *one other*, or from king, queen, knave *only*.

The Lead from Five or more Trumps.

The lead from five or more trumps differs from the lead in other suits, because trumps must win on their merits, whereas with other suits, an ace or king may be trumped if held up *too long*. Also unless you have dealt *yourself*, you see the trump card in addition to those you yourself hold, and thus have some knowledge of the influence of this card on your own hand. Taking a palpable case, suppose your partner turned up ace of trumps, and you held king, queen and three others, you would not lead the king, as it might fall to the ace; you would of course lead a small card. Again, if you held ace, king, and three other trumps, you know your ace, king, must win. So you play a small trump to give your partner two chances; first, that he holds the knave, whilst the queen is held by his right-hand adversary. Secondly, that he hold the queen single, or with one other trump only.

Again, suppose you held ace, queen, ten and two other trumps, and the knave is turned up to your right, you would lead the queen; because, even if the queen be taken by the fourth hand, you hold ace and ten over him, and must win both, so that probably his knave never wins. If you led ace,

then queen, or any other card in trumps, both king and knave must make.

If you hold the king, queen, and three others in trumps, you lead a small one, for you may fairly give your partner credit for some card which may extract either the knave or ace, and your next lead of king will take out the ace, and you remain in command of trumps. If you led the king, you might catch your partner's knave or ten, if not the ace; for as a rule you may conclude that if you hold a long suit your partner is probably short in this suit.

Think over these leads, and you will see the reasons for them, and thus you will understand the principle on which leads should be adopted; thus a lead will not be a matter for memory, but for common sense, and you will not act stupidly with regard to them. For example, ten of trumps is turned up to your right, and you hold queen, knave, nine, four and three. Which card would you lead? You ought at once to see it must be the queen.

I mentioned that with queen, knave, ten, and two others of a suit, it was sometimes better not to lead the queen. The exception is, when you require but one trick *from your partner* to win or save the game, and this one trick can be made only

in this one suit which is not the trump suit, and by your partner. If your partner did not know that you required but one trick from him, he would not put his ace on your queen, and the fourth player if he held the king would win this trick, and probably your partner's ace might be trumped. If both ace and king are against you, it is no matter which card you play, but if you played the ten your partner would win with ace, and win or save you the game.

This is a special case, in which you play so as to have the chances in your favour, and though these are slight, yet if you always play in such a manner as to have the chances slightly in your favour you must win, whereas if you play so as to have them always against you, you must lose.

When you hold ace, king, and five other trumps, you lead the king, then ace; for as there are only six trumps in the other hands, you may bring them all down with your ace, king,—and you are tolerably sure to do so with a third round.

Here then are the principal leads from a suit of five or more; if you have any remarks to make I will reply to them previous to giving the leads from a suit of four or three.

ENQUIRY.

From the principle you have laid down for leads, I conclude that—

1st. With ace, king, queen, and one other, not trumps, I should lead king, then queen. Should I follow with ace, or lead from a fresh suit?

2nd. Suppose also I hold ten, nine, six, five, two of trumps, hearts, and ten, nine, six, five, two, of diamonds, two small clubs, and one small spade, what ought I to lead?

3rd. Also with knave, ten, eight, seven, six, which card should be led in a suit not trumps, and why?

4th. With ace, king, queen of trumps, and a small trump, ace, king, queen, and three other cards in a suit; should I lead the trumps first, or the king of the long suit?

5th. With king, queen, knave, and three others, and ace, king, queen, and one other trump, no other card above a six, what should I lead?

LETTER V.

THE LEAD CONTINUED.—ANSWER TO ENQUIRIES.

However thoroughly you may know the rules of leads, or which card to play second and third in hand, yet you can never by book knowledge do away with the necessity for judgment under almost every condition of the game, the lead, &c. This is what makes whist the fascinating study that it proves to be, and gives to the intelligent player an advantage over the mere book student. The game of an intelligent whist-player differs more from the mechanical game of the mere book-player than does the pianoforte performance of a skilled musician from the music ground out by a hand organ. I make these remarks on account of Question One in your last enquiry.

You say with ace, king, queen, and one other, I should lead king, then queen, and you ask, should I follow with ace?

Whether you should follow with ace depends on

several conditions. What cards have fallen from the various hands? How many trumps are in? Has your partner shown weakness in this suit by a discard? Have you reason to think that one adversary, weak in trumps, is likely to trump the ace? Have you any other suit to lead, which, if you lead from, is not likely to damage your partner, &c., &c.? These considerations must guide you, and not the bare fact of whether you should lead out the ace after having won with the king and queen.

With regard to Enquiry Two.

If the game was love all, I should lead the five of diamonds. You cannot afford to expose your partner to the risk of playing a game under the impression that you have a strong hand, as he would conclude you had, supposing you commenced with the trump lead. If you find your partner has a strong suit or hand, you can ask for trumps, and thus show him, that although you were not strong enough to start with a lead of trumps, yet a trump lead is now advisable.

It has been recommended by some writers on whist that you should always lead a trump if you hold five; with this recommendation I cannot agree. If you hold six, it would almost always be right to

lead one, but with five it is a more doubtful proceeding.

Third. With the suit you name, the card to lead would be the knave. You may possibly bring down queen, king, and ace, in the first round, and will then hold the best and third best card of the suit. If you led the seven, and your partner held no higher card, possibly the nine might win the first trick, and the ace and king would then be held up against you, and you might not win a trick in this suit.

Fourth. With ace, king, queen, and a small trump, and a six suit headed by ace, king, queen, you should commence with queen, king, ace of trumps. There are only nine other trumps in against you, all these may come down to your three rounds of trumps. Should one adversary hold four trumps, you extract three of these, and then force the remaining trump out with your long suit. You can again obtain the lead with your remaining trump, and continue your long suit, and so make four tricks in trumps, and five in your long suit. If the trumps out of your own hand were divided as follows, five in one adversary's hand, and two in each of the other hands, it might have been better to have forced this hand before you led a trump, if you could be sure of doing so; but such a divi-

sion as four trumps in your own hand, and five in one adversary's is unusual, and you must not play a hand on the assumption that something unusual prevails,—if you do, you will lose. I once knew a whist-player who played a most scientific game, but always lost; because the game he played was based on an assumption that something unusual prevailed. When he lost the game he would say, "I played perfectly correctly if the cards had been placed as I thought they were. I thought when you led the two of diamonds you must hold ace or king—and had nothing in spades, and so I played as I did." His error was in imagining that for which there were no grounds, and always playing a game suited to the unusual rather than to the usual one of the cards.

Fifth. The queen of trumps, then king of trumps, then knave of the six suit, this tells your partner plainly that you hold ace of trumps and a powerful suit. Your partner will naturally conclude that your strong suit is the suit from which you have led the knave, and as this lead is either from a long sequence headed by a knave, or king, queen, knave, and at least two others, he will know by the cards in his own hand which of these two it really is, and the whole plan of this hand will be clear to him. He ought to perceive

that you want the suit cleared of which you have led the knave, and that you hold the ace of trumps in order to gain the lead. In such a hand as this you will discover the stupid from the intelligent player, when your partner holds ace and two others of your long suit. If you lead the knave he may pass this, and allow your knave to make. When you follow with your king, a good player would take your king with his ace, and return you a trump. A stupid player would allow your king to make, and would hold up the ace, so that if you did succeed in getting out another trump or two your partner's ace would take the lead out of your hand, and prevent you from making your two or three remaining cards in this suit.

Now there are some players who have played whist for probably twenty years, who never rise to even this simple style of play. They will say, "I did not like to take your king with my ace, because your king must win unless trumped by the adversaries. Consequently such a partner will spoil your plans, and he is one who probably announces every now and then, that he must give up whist, as he holds such bad cards that he always loses. If, instead of thus excusing himself, he were to say, "I play my cards with

such a want of intelligence that I always lose," he would be stating a fact, instead of bringing forward a theory relative to his being a singular phenomenon as regards the cards dealt to him.

With four in a suit lead the lowest, unless headed by ace king or king queen, in which case lead king. With three lead the lowest, unless headed by two high cards, such as queen knave, knave ten, &c., when lead the highest, or with knave and two others, when lead the knave.

LETTER VI.

RETURN LEADS.

Return or second leads differ from original leads, and for many reasons. When it is your original lead, the position of the other cards are entirely unknown to you; as soon as you see other cards on the table, or have seen another lead, you can begin to speculate on the form of game to be adopted, from noting the card led by your partner or your adversary.

Assuming, then, first, that your partner has led, say a small heart, and you win this trick. The question is, what card or suit to return him? The great object of play at whist being to inform your partner of the state of your own hand, it is not customary to at once return to him this suit, unless under the following circumstances. First, that you hold the best card of this suit, when it is desirable to play it out, in order to prevent the chance of blocking your partner's strong suit. Second, that you are very weak in all other suits, and consider it undesirable to open a fresh suit.

Third, that you hold only two of the suit, and having won the first trick in it, you return to your partner your only remaining card when you wish to have the option of trumping the third round.

Under these circumstances it is better to lead to your partner the correct card of your own strong suit; you may thus assume that your partner, by his original lead, has informed you which is his strong suit, whilst you by your return lead give him similar information.

When you return your partner's lead, be careful that you return him the highest of two remaining cards, the lowest of three remaining cards. This is one of the most important elementary rules at whist, as it shows your partner whether you held originally three or four of the suit. Thus, with king, ten, four in a suit, if you win with the king you return the ten. If, however, you hold king, ten, four, and two, if you win with the king you ought to return the two. The fall of your card in the third round informs your partner at once whether you held three or four in this suit. This information is more essential in trumps than it is in other suits. If you mislead your partner, and tell him by your play that you hold only three trumps when you hold four, he may probably draw your remaining trump, and thus lose a trick.

I consider that this return of the proper card is the first and most important step to correct whist-playing; and the partner who neglects it deserves no other designation than that of a very bad player.

There is one important consideration which should guide you as regards returning your partner's lead, and this is I consider another of the most essential elements to success in whist, viz.: to avoid leading up to a strong suit held by that player who is on your right.

Suppose your partner lead a suit, of which you hold knave and two small cards, and that third in hand you win with the knave. To return this suit would be imprudent, for the fact of your knave winning shows the strength to be held either by your partner or your right-hand adversary. If you lead this suit again, you must place your partner at a disadvantage, as the right-hand adversary can win or save a good card. By waiting you may force the lead into this adversary's hand, and oblige him eventually to lead this suit up to your partner. To lead *through* the strong and *up to* the weak is one of the first principles of success in whist, as you may soon prove by playing a game of Double Dummy with yourself, and exposing all the cards.

The great advantage of having the original lead is, that you can develop the game in any direction you may select. You may commence with a trump or a long suit, or strong cards, as you may consider prudent. You may also inform your partner fairly how many cards you hold in a suit, and thus enable him to count your hand. As some of these methods of conveying information to your partner are not generally played, I will now call your attention to them.

You have already seen how by leading ace, then knave, from ace, queen, knave, and two others, you can give information to your partner that you hold five cards in the suit; also if you lead a penultimate, you also inform him that you hold five in the suit. With the exception of some few players to whom I have had the good fortune to sit opposite in a rubber, and who have been satisfied that the system was sound, I have not generally met players who could inform me by their leads that they held six in a suit. Such information, however, is easily conveyed to an observant partner. The plan I have adopted is as follows:—

With five of a suit, not headed by winning cards, or by any which require exceptional leads, I lead the penultimate. With a six suit, not headed by winning cards, I lead the lowest but two, when

such a card cannot be taken as the highest of a three suit. In the second round of the suit, I play the lowest card, having the intermediate card in my hand. An observant partner will note the absence of this intermediate card from the two rounds of the suit, and will place it and four others in my hand. The following is an example of this system :—

Hold queen, nine, seven, four, three, two of hearts. I lead the four, second hand plays five, partner plays ten, fourth hand wins with knave and returns king. On this I play the two, and my partner immediately places five hearts at least in my hand. My left adversary plays eight, and my partner trumps. The three of hearts must now be either in my hand or in that of my right adversary. If it is in my hand, my partner knows I led from six hearts ; if it is on my right, that I led from five. Either by another lead or a discard I show my partner my three of hearts. He can then count three more hearts in my hand, and consequently knows one card more than he could know had I played him the penultimate only. Whenever, then, you hold a six suit, the three lowest cards in which are six, four, three, or six, three, two, or four, three, two, or five, four, three, &c., you can indicate six in the suit by leading the third card from the lowest, just

as you indicate five by leading the penultimate. Again in a lead from a suit of six headed by ace. If you lead ace, then smallest, your partner credits you with five in the suit. If you lead ace, then smallest but one, he may credit you with six originally in the suit. I have found this system very effective in such a case as the following. I hold ace, knave, five, four, three, two of hearts. My partner holds four trumps, and the king, queen, and small heart. I lead ace of hearts, second hand plays six, partner seven, third hand eight. I then lead three of hearts, my left adversary plays ten, partner queen, and fourth player nine. Neither adversary has asked for trumps, consequently the two of hearts must be in my hand, and three other hearts besides. My partner leads trumps, and takes the first opportunity of getting rid of his king of hearts, so as not to block my suit. Had he believed I held five hearts only, he might have retained his king over the knave, which he might have believed against him. The advantage is not only that you reveal an additional card to your partner, telling him you have six instead of five, but you may enable him, with a suit of six, to clear your suit by a discard. Headed by ace, queen, knave, I still play ace, then knave, as this play must clear your suit, and you cannot then reveal

more than five in the suit. The opportunity may occur, however, many times during a rubber; and I have experienced its practical value very often. One of the best players I ever met once remarked to me that he considered the echo to the call, the penultimate lead, and showing six in a suit, were the great advantages which a skilled player possessed over a moderate player. Even average observation will enable men to play other parts of the game, but care and watchfulness are needed for the above three systems.

The lead of ace, king, queen, knave, is another important lead. If you lead king, then queen, you show ace in your hand, but not knave. If you lead king, then knave, you indicate queen and ace, for you would not start in this way either from three or four in the suit if two were small cards. In trumps you may lead knave, then queen, this "up hill" lead being indicative of four honours. With ace, queen, knave, ten, if you lead ace, then ten, it would indicate four, when your knave fell. With ace, queen, knave, ten, and a small card, ace, then knave, indicates five in the suit. The power of thus indicating the number of cards in your suit by the lead and fall of subsequent cards, is a point well worth your study.

When you have won a trick in a suit from which

you have discarded, you return the card, according to the number in your hand, not the number you originally held. Thus if you had ruffed once, and held ace, eight, four, and two, and you had ruffed with the two, return the eight if you win with ace.

LETTER VII.

WHAT TO PLAY SECOND HAND.

It is a much more simple problem to decide what card to play second hand, than it is to know what card to lead.

As a general rule the lowest card is the card to play second hand.

The principal exceptions are these :—

If you hold three cards in the suit led, headed by two moderately high cards, such as queen, knave, and the three, or knave, ten, and a small card, or king, queen, and small cards, play the knave with queen, knave, the ten with knave, ten, and the queen with queen, king. If you hold four cards, such as queen, knave, and two small cards, or knave, ten, and two small cards, play the lowest card. But with king, queen, and others, play queen.

Cover a high card as a rule; that is if the nine is led and you hold ten put the ten on the nine, or if the ten be led and you hold the queen put the

queen on. The lead from king, knave, ten, is a favourite lead, and if you do not cover the ten, it will draw your partner's ace if he hold it, and the adversaries remain in command of this suit.

With ace, queen, ten, the queen should be played second hand, except in trumps, if a low card be played.

If you hold the ace of a suit and the knave is led, the ace should be played on the knave. If your partner hold the king, it is better that he should hold this king over queen to his right. If he hold the queen, it is better he should have the king to his right.

With five or more of a suit headed by the ace, it is better to put the ace on second in hand. With king, queen, and five of a suit, the queen should be played second hand.

The reason for such play is evident; with king, queen, and three others of a suit, it is impossible that three rounds can take place without this suit failing in some hand. The ace may be to your right, the knave to your left, so that if you played a small card second in hand, the knave would win the first round, the ace the second, and you might never make a trick in this suit.

With ace, queen, knave, play knave.

With ace, king, knave, play king.

With ace, king, and others, play king.

With ace, knave, ten, and others, play lowest.

In the second round of a suit you may often play a valuable protecting card to your partner, which wins a trick and saves your partner's hand. For example, suppose you hold ten, three, and two of a suit, led by your right-hand adversary. On first round play your two. Queen is played third hand, and your partner wins with king. On this suit being led a second time by your right-hand adversary, play your ten. You know knave is not held by your left-hand adversary, but he may hold the nine, which, if your partner hold only ace and small ones, will draw the ace, and leave the original leader with knave. Your ten can be of no value if held up, as it must fall to ace or knave in the third round.

With king and one small card, or with queen and one small card, it is best to play the small card unless to cover a high card led.

Second Play in Trumps.

The second play in trumps differs from the second play in plain suits, because trumps must win on their merits. So with king, queen, and two or more others, the queen is not usually played

second hand, unless a card is turned up which necessarily points to such play. For example, if ace were turned up to your right, and you hold king, queen, and one other trump, you must play your queen, otherwise you may only make one trick in trumps. By playing your queen you secure two tricks.

As a rule both in trumps and in other suits you must consider the cards in your hand of this suit and cover or not accordingly; for example, you hold king, knave, eight, and seven, and the ten is led, you cover with the knave; or with queen, knave, eight, and six, you would cover the seven with the eight. You must reason out these cases, as to give all the examples would occupy too much space. It may often be of the greatest consequence to ascertain whether your partner holds an honour, as this may decide the question whether you may or may not play for game; so with ace, king, and two small trumps, it may be desirable to play a small card on the knave,—the queen must be held by either your partner or left-hand adversary, and as your ace and king must make, it may be desirable to pass this up. If the knave win, then your king ought to be played to the next trump led. When your partner has shown that he can trump a suit, and wishes to do so, you should if possible

stop the lead of trumps if you hold the winning card, so as to give your partner the opportunity of making a small trump.

It is often advisable when second player to hold up the best card on the second round, this in trumps is more advisable than it is in plain suits. For example, right-hand adversary leads a small trump, you hold queen, three, and two of trumps, second hand plays the two, third hand the king, your partner the ace. Your right-hand adversary on gaining the lead, leads another small trump. Now you know that your queen of trumps must win, so you pass this trick to give your partner a chance, and play your three on it. Even if third player hold knave, he may not like to play it, as he supposes the queen is to his left. He may probably finesse, and your partner may make the ten, whilst you still hold the commanding card. In plain suits this style of play must be practised with great caution. You must always bear in mind that the third round of a suit is very likely to be trumped, and if you do not win second hand, you may probably fail to make the best card; but in trumps this is not the case, you must make the best trump at any time.

LETTER VIII.

WHAT CARD TO PLAY THIRD IN HAND.

The play of the third hand is simple. You should play the highest card in your hand as third player, unless you finesse or hold a sequence, when you play the lowest card of this sequence, provided you have not a higher card than those comprising the sequence.

First as to the finesse. This I will divide into two parts, viz., the finesse speculative and the arbitrary finesse. The first you may or may not attempt, the second you must adopt. Simple as are the principles connected with these finesses mistakes are of most constant occurrence, so it is worth while to thoroughly understand this department of whist, and so to think it out as to make the subject clear to yourself.

The finesse speculative is this. You hold the best and the third best card in a suit—say ace and queen—your partner leads this suit, and third in hand you finesse your queen. It is almost

always better to finesse the queen with ace, queen, unless you urgently require the lead, or require only one trick to win or save the game, or hold only two cards—ace, queen—and know one trump remains in the adversaries' hands. The principles of this finesse are that you play against an even chance that the king of the suit is to your right, and that your partner, from leading the suit, will probably himself hold knave or king.

This finesse speculative may be carried further in trumps than in plain suits, on account of the intrinsic value of trumps. But to adopt the finesse speculative too much is dangerous play. With king, knave, and a small card, it is not considered prudent to finesse the knave, unless your partner by other leads has shown weakness in this suit; so that you may consider one principle of the finesse speculative to be—finesse in a suit in which your partner must be weak; do not finesse in a suit in which your partner must be strong. Before finessing you should quickly impress on your memory what card or cards you are finessing against, and what will be the result in case your finesse fails. For example, you hold ace, knave, ten, and two of spades. Your partner leads the nine, second player plays three. The king and queen are now against you, and from the lead of nine, it is prob-

able neither of these are in your partner's hand. You now pass the nine, and if this is taken by the king, fourth hand, you may conclude that you hold ace, knave over queen to your right; consequently unless you lead ace, you must make ace and knave, unless either is trumped.

When a finesse speculative is successful, you should wait for another lead from your partner and not return at once, unless you hold the best card only, and not the remaining third best card. For example, with ace, queen, knave, if your knave wins third in hand you should wait for your partner to lead this suit again, when your queen will make even if the king is in the hand of the right-hand adversary.

The *arbitrary finesse* is the following. You hold queen, ten, and three of spades, you lead the three, partner wins with king and returns to you a small spade. You know that the ace is now to your left, but you do not know where the knave is. It may be to your right; your queen if played will be taken by the ace. If both ace and knave be to your left, both will win. If, however, the knave be to your right, your ten will draw the ace, and your queen remains the best card. Consequently, you are bound to play the ten. Also, if you hold king, ten, and a small card, and having led a small card,

your partner wins with queen, and returns the suit, you must finesse the ten for the same reasons. It can be no disadvantage making this finesse, and it may be an advantage, so it is arbitrary on you to make it.

The finesse in trumps must be guided by—

1st, the necessity for taking out two rounds, or otherwise.

2nd, by the card turned up.

If a double ruff were threatened, and your partner led you trumps, it might be advisable to put in ace with ace, queen, and return a small trump so as to secure two rounds. If the king were turned up to your left it would be absurd to put in queen third in hand with ace, queen. To finesse against an adversary on your right, who has shown that he is either very weak or has none of the suit, is absurd. This is called finessing against your partner, and is bad play. Also to finesse queen with ace, queen, is wrong when you require only one trick to win or save the game.

LETTER IX.

PLAY FOURTH IN HAND.

It is the duty of the fourth hand to win the trick if he can, and with the lowest available card, unless this trick be his partner's, or unless he wishes for good reasons to leave or place the lead in the hand of that player whose trick it may happen to be. Except, therefore, in very exceptional cases, it is not advisable to refuse to win the trick when fourth player. The exceptions to winning fourth in hand will be fully explained under the head of *Throwing the Lead.*

Considerations relative to play as leader, second, and third player.

If you will commit to memory and reason on the principles of play under the above conditions, you have learnt the alphabet of whist but nothing more. Do not run away with the erroneous idea that, because you know the book-rules of leads, &c.,

and probably carry in your head a synopsis of these, that you can play whist. The art of whist has yet to be acquired, and although you may acquire a thorough knowledge of how and when to throw the lead, what to discard and when to disregard rule, there is still a large field of study connected with the art of the game which has yet to be considered. The first subject, however, to which I will call attention, on the supposition that you are now well acquainted with all that has already been written in these pages, is that contained in the following.

On throwing the lead into a particular hand.

From your knowledge of what has already been written, you will perceive what an advantage you would gain if you could be led up to as fourth player when you hold ace and queen, or king singly guarded, or any combination of cards similar to these. In the first example you must make both ace and queen, in the second you must make the king, unless of course either is trumped.

As I before remarked, skilled play comes in towards the end of a hand, whilst a mere memory of rules will guide you at the commencement. As an example of the most simple kind, I will suppose

you hold seven of hearts trumps, the ace, queen of spades, ace and queen of clubs. You require three tricks to win or save the game. You know the ten of trumps is held by your left-hand adversary, the diamonds have all been played, the king and three other spades are in some hands, you do not know where, the king, and other clubs are also in; no other trumps are in. Now, what card should you lead? I will suppose your left-hand adversary holds the king of clubs, and also the king, and other spades. Consider the position of these cards well, and you will see that you must make three tricks if you lead your twelfth trump, and throw the lead to your left. You must then be led up to in either spades or clubs; if in spades you make ace and queen, if in clubs you make also ace and queen. Play the cards in any other way and you will probably make one trick less, unless your right-hand adversary lead a spade. This simple case is well worth your study, as it involves a principle.

I will give you another example. You hold three cards in your hand—viz., ace, knave, and two of trumps, the king, queen, ten, nine, and two other trumps are in against you. Two tricks are required to win the game. Your left-hand adversary leads king of trumps, your partner and right-hand adversary follow suit with low cards. If

now you take the king with your ace, you must lead either your knave or your two. The knave will be taken by the queen, and your two by the ten or nine. If you allow the king to win, and thus throw the lead to your left, your ace, knave are led up to, and you must win with both.

Again, suppose king is turned up to your left, and your partner has shown by previous play that he holds ace, knave. Three cards, trumps, are in each hand. You hold queen, four, and three. Left-hand adversary leads small trump, your partner plays ten, right-hand adversary plays six. The trick is now your partner's. If you allow your partner to win this trick, he must lead up to king, guarded, and king wins. If, however, you take your partner's ten with your queen, you take the lead, and lead through the king up to ace, knave, when the king does not make.

Another example. You hold ace, ten, and a small trump, knave is turned up to your right, your partner leads queen of trumps, right-hand adversary puts on king of trumps, he holding king, knave, nine. If you put your ace on king, you lead up to knave, nine, and lose both your other tricks. If to the king you play your small trump, you must make ace and ten.

Now the principles pointed out above hold good

in all parts of the game, but more especially when only six or seven cards remain in each hand. And if you were to ask me what I considered the most important item connected with the art of whist, I should reply, knowing when and where to throw the lead.

There are some players, who when they hold ace, knave, and a small card in a suit, will not cover a king led by their left-hand adversary, as they hope the suit will be again led up to them, when they will secure both ace and knave. In plain suits such play is dangerous, and the advantages questionable *when this occurs early in the game.* In the first place you mislead your partner, and if he hold only one of the suit he will ruff the next round. In the second place the adversary may change the suit, and you may be led through; or if trumps be thus led, the king may be a single card of the suit. Consequently you must weigh well the risk you incur by such play, and compare this with the probable advantages.

Such play, however, sometimes in desperate cases may be adopted, and I once won a remarkable rubber by similar play, and against two good players. I dealt and turned up two of diamonds, and held ace, ten and three besides. Ace, king, queen, ten and two small hearts, one small club,

two small spades. The score was game and game, three all.

My left-hand adversary led the king of trumps, on this I played my two; he followed with queen of trumps, on this I played my three. He held knave and eight besides, and concluding his partner must hold the ace, he led his small trump. My partner failed to follow suit, and I won this trick with my ten, led my ace, drew the knave, and made six tricks in hearts. On examining the cards it was found that the adversaries held four honours in clubs and four honours in spades, the highest card in my partner's hand being a nine; thus I won two by cards against two by honours.

The play of the original leader was faulty, as he was playing for too much. He should have played solely to prevent me from making two by cards, and this by any other system of play he could have accomplished. That, however, to which I wish to call your attention is, that it was a desperate case, and any other play on my part would have lost the game. It was essential *that the lead should be in my hand when* the last trump was drawn, and as it was most improbable that either adversary would lead a heart, this play alone could win the game.

What has been termed the *grand coup* is nothing more *than placing the lead* at a particular stage of the game. For example, you hold ace, queen and a small trump spades, the losing diamond of which your partner holds the best card, and adversaries each hold a diamond. The king of trumps is to your right, and is guarded. Your partner plays ace of hearts, second player plays small heart. You have now the option of throwing away the diamond, or of trumping the ace of hearts. A careless or unskilled player would of course throw away his diamond. His partner would then probably play his best diamond, which you would be compelled to trump, and would have to lead ace or queen up to king guarded, when of course your adversaries win one trick. If, however, you had trumped your partner's ace of hearts, and had led him the diamond, he would have had the lead when only two cards remained in, and he would have been compelled to lead a trump through the king up to your ace and queen, when of course the adversaries do not make a trick. The *grand coup* therefore, is merely a variety of the principle of placing or throwing the lead into a particular hand at a particular time.

It often happens during the play of a hand that you know the third round of a suit will be won by

the adversaries, you have at the same time no strong suit that it is advisable to lead. Instead, therefore, of opening a fresh and weak suit, it is far better to place the lead in the adversaries' hands, especially if you can place this lead in the hand of your right-hand adversary, and oblige him to lead up to your partner.

The combinations connected with throwing the lead are almost endless, and afford ample opportunities to the skilful player. It may occur by refusing to trump over an adversary, as in the following example. You hold ace, six of spades, trumps and knave of diamonds. Left-hand adversary holds five and three of spades and two of hearts, partner holds seven and four of hearts and two of diamonds. Right-hand adversary holds king, ten of spades and five of clubs. Left-hand adversary leads two of hearts; your partner puts his four on this; right-hand adversary trumps with ten. If now you over trump with ace you make no other trick, if you throw away your knave of diamonds you make both ace and six of trumps.

Again, suppose you hold ace, queen of trumps, spades, king and two of hearts, and the king of trumps is turned up to your right. Ace of hearts is led by your left or right hand adversary. On

this card you throw your king to prevent having the lead in the second round, and being compelled to lead up to king of trumps guarded. If your partner hold queen of hearts, you win a trick by throwing your king. If the adversaries hold the queen, you don't lose a trick by such play, as the lead must come to you from right to left. If, therefore, you play so that you *may* win, and *cannot* lose by a particular card being played, you will in the end be a winner.

You should then bear in mind that on the position of the lead at the end of the game depends at least one trick, and you should watch your partner's play to note when and where he is desirous of retaining or of getting rid of the leads. As an example of such a case, the following will serve.

I hold ace, queen of spades, trumps, ace and knave of hearts. King and knave of trumps and two small hearts are held by my right-hand adversary, and are the only trumps in besides my two. My partner holds king, queen and two small hearts, and leads the king. On the king I play my ace and return the knave. It is now for my partner to win or lose a trick. If he allow my knave of hearts to win, he obliges me to lead up to king, knave of trumps, when the king must win. If he

take my knave with his queen, he leads through king, knave and we win every trick.

You may probably ask, what is there to guide you to such results? I reply, that if you have observed the fall of the cards you ought to know, or to be tolerably certain as to the position of the four remaining trumps. If I take your king with my ace, I must have some reason for doing so. You must know that with four trumps remaining in, your queen of hearts cannot make a trick, independent of my knave; you should, therefore, give up all idea of winning with the queen, unless you play it on my knave and concentrate all your thoughts on the best position for the lead after this trick is won. Such reasoning, combined with the value you ought to give for my reasons for playing my ace, should show you at once my object and you ought to play accordingly.

The feebleness of some old whist-players in cases similar to this is such as to cause them to lose a trick almost every other hand.

You will now probably agree with me that the art of placing the lead is one of the most important in whist. It comes in towards the end of the game when mere book players not gifted with much intelligence break down. The cases that occur are numerous, and when it is borne in mind that these

problems (unlike those at chess in which a quarter of an hour's thought may be given) must be thought out and acted on instantly, it is evident that great observation, practice and intelligence are required to make a first-class player in this particular branch of the game.

LETTER X.

TRUMPS, THEIR USE AND ABUSE.

I HAVE much to say on the use and abuse of trumps; first, because they may be called the artillery of your hand, as they carry everything before them; secondly, because long experience has compelled me to differ slightly from former writers on whist as regards the practical application of trumps. It has been stated that the first use of trumps is *to extract your adversaries' trumps in order that you may bring in your own or your partner's long suit.* This application of trumps must be good for one side only, viz., that side which possesses long suits. This side wishes to extract the trumps. Then it follows that the other two partners cannot wish trumps to be drawn. If trumps are not drawn, the long suits will be ruffed. So whilst that side holding the long suits wishes trumps to be drawn, the other side do not and cannot wish it; for it is impossible in a battle that what is advantageous for one side, is also advan-

tageous for the other. If it is possible to extract all the trumps, the remaining cards win on their merits. If, however, you and your partners have the minority in winning cards and long suits, it follows that getting trumps out is the game favourable to your adversaries. The adversaries when possessing long suits wish to extract trumps to prevent you or your partner from ruffing these. It therefore follows, that if you or your partner do ruff, you are doing the very thing which your adversaries would, if they could, prevent.

Whilst, therefore, it is true that one great use of trumps is to extract trumps from the adversaries, and thus to make your own or your partner's long suit, yet you must be careful that in this endeavour you do not play the adversary's game, and whilst you are extracting his trumps, your own are also extracted, and you have by your own act disarmed yourself and your partner, and left the adversaries in command of the trump suit; that is, with the remaining trump and a long suit to bring in. An error of this kind usually arises from playing a forward instead of a back game, and endeavouring to make a large score when you ought to have played to save the adversaries from making a large score. In such a case instead of attempting to get out trumps in order to establish your own long suit,

you should have been contented to make one or two tricks in your long suit and one or two tricks in trumps by ruffing your adversaries' winning cards. To attempt to extract trumps and to establish a long suit when you are not strong enough to do so, is a most fatal error.

If then you are not strong enough to extract trumps and establish your own strong suit, it follows as almost certain that the adversaries are strong enough to extract your trumps and establish their strong suit ; consequently the best use you can put your trumps to is to win tricks with them by ruffing the adversaries' winning cards if you are given a chance of doing so. This fact being established, I now come to a principle which has been laid down by former writers on whist, but which seems to have been practically misapplied by many orthodox players. I refer to the heading, "*Do not force your partner, if you are weak in trumps.*"

Following this direction many players will never force their partner if they are weak in trumps, and thus many a trick and many a rubber is lost. If I were to enumerate the number of rubbers I have seen lost by one player weak in trumps refusing to force his partner, I should count them by thousands. I have therefore often remarked to such partners, when they have urged that they could not force me

as they were weak in trumps, "Say, you would not allow me to make a trick in trumps, because you were weak in them."

Under the heading quoted above, former writers have carefully pointed out when you may force your partner although you are yourself weak; viz., when he has shown a desire to be forced, or weakness in trumps; when you have a cross ruff; when strength in trumps has been declared against you, and when one trick will win or save the game. To refuse to force your partner *merely* because you are yourself weak, I consider a most dangerous game. You, in the first place, refuse to allow your partner to win a trick by trumping. That is, you throw away a trick for some object, and what is this object? If it be merely to inform your partner and adversaries that you are weak, the information is dearly purchased. If it be because you fear to reduce your partner's strength in trumps, you must have assumed that he is very strong in trumps; strong enough, if not forced, to extract the adversaries' trumps and establish a long suit. Then comes the enquiry, what right have you to assume such strength in your partner's hand? If he has neither asked for trumps nor *has discarded a card which may be the commencement of an ask for trumps*, you by refusing to give him the option of

a ruff, practically say, "I will not give you the chance of making a small trump, because I am weak in them." Immediately the adversaries gain the lead they extract all your and your partner's trumps, and make the card or cards which your partner might otherwise have ruffed. Do not run away with the idea that to refuse to force your partner because you are weak in trumps is a safe game. It is a dangerous game, because you are refusing to make a certain trick on the speculation that you may probably win more by so doing; if your speculation is incorrect, you lose by your reticence.

If you have any doubt about this question, deal out the cards for a few hands of Double Dummy, and note in how many instances you would lose a game which you might have saved had you forced your partner.

As a simple example of such a hand, take the following. You hold: knave, five and three of spades, (trumps); ace, queen, knave, five and two of hearts; ace and two of clubs; king, four and three of diamonds. Score, love all.

It is your lead, and you commence with the ace of hearts, to which your partner plays the two. You follow with the knave, on which second player plays king, your partner drops ten, and third player a small heart. Your partner, therefore, has not

asked for trumps, and he probably holds no more hearts. Left-hand adversary leads a small club, partner plays another small club, third hand plays knave, you win with ace, and return ten of clubs, which your partner wins with king.

Your partner will now fairly conclude that you have no more clubs, but he is weak in trumps, holding three only, the highest, the ten ; so he leads a diamond, as he considers he is bound not to force you, *because* he is weak in trumps. Your king of diamonds played third in hand is taken by the ace. Adversaries then make ace, king, queen of trumps, queen, knave of diamonds, queen of clubs, and thirteenth trump—nine tricks; that is, three by cards, two by honours, a treble.

Under such circumstances, your partner will probably say, " Of course I could not force you in clubs, as I was so weak in trumps," whereas he should have seen that by your original lead you had yourself shown no strength in trumps, so to make a trick in trumps was all you could hope to do. Also to lead from a suit of diamonds, in which he had no court card, was rash in the extreme. Yet such is the almost certain play of the individual who is fettered by the idea that he *cannot* force his partner if weak in trumps. Had he led a club, you would have ruffed this, you then

lead him a heart which he ruffs, and you have made five tricks and saved the game. Each has forced the other though weak in trumps.

It is impossible to overrate the advantages of saving a game which might have been lost. It so often happens that when one side is at the score of four, this side will hold great cards, and may score two by honours, and obtain three by cards, most of which is wasted strength. If they had won the first game, they would then have gained a bumper, whereas they are only one game to the good, so that it cannot be too strongly impressed upon you that when you see it is impossible to win the game, and only probable that you may make a score, you should concentrate your attention on saving the game. I would therefore, after carefully weighing all the arguments that have been urged by former writers, and comparing these with the results of my own experience in whist, be disposed to reverse the directions connected with forcing, and say, *Unless your partner has shown great strength in trumps, a wish to get them drawn, or has refused to ruff a doubtful card, give him the option of making a small trump, unless you have some good reason for not doing so, other than a weak suit of trumps in your own hand.*

Many players have asked me, how they can

possibly tell at the commencement of a hand, whether they should, or should not, force me when they are weak in trumps.

I have always given the following as that which should guide them. Suppose you hold ace, king, and three other hearts, two small trumps, and no other winning cards. You lead king of hearts; on this I play the four. You then lead ace of hearts; on this I throw the two of spades. My discard of the two of spades shows I am not asking for trumps; therefore, I do not hold five trumps, nor four trumps, and two honours; it therefore follows that there are *at least* seven trumps in the adversaries' hands, if not eight, and as I have by my discard shown no desire that trumps should be led, you would be right to force me. If to your ace of hearts I had discarded the six, seven, or eight of spades, you would have reason to doubt the expediency of forcing me; for either of these cards might be the commencement of an ask, and you would be right to change the suit and wait for further information before you forced me. If, however, you found that even my discard of the six was not an ask, you should not hesitate to give me the option of ruffing. I can refuse to ruff if I choose, and at a very trifling expense—viz., discarding a worthless card—but to refuse to give

me a chance of making a small trump, merely because you are yourself weak in trumps, is, I am convinced, most feeble play, based on a misconception as regards the purpose and play of a hand. To do so implies that your partner is strong enough to extract trumps, and to make his or your long suit, when there is not the slightest evidence that should induce you to come to such a conclusion.

LETTER XI.

ASKING FOR TRUMPS, AND THE ECHO.

During many years there has been a system arranged, termed "asking for trumps," "the signal," and "the blue Peter," which indicates that you are strong in trumps, and that you hold either five trumps, or four trumps and two honours, and that it is most advantageous to your hand, that your partner lead you trumps at the first opportunity. This "ask" is indicated by your playing an unnecessarily high card, that is, on a trick won by ace, third in hand, you as fourth player throw the six, and next round play the two, or as second player, play the four, and then next round, drop the two or three. Thus asking for trumps means playing a *totally unnecessarily* high card, when by subsequent play you show you could have played a lower card. You must be careful to distinguish between a totally unnecessarily high card, and a card played to cover another card, or to protect your partner. If you hold knave, ten and two of a suit, as second player, you play your ten, on next

round you would play your two, if this trick was won by a card higher than your knave. Your partner must not assume from the fall of the two, that you have asked for trumps, you have simply played the proper card. If you wished to ask for trumps, with this hand you should play your knave on the first card led. But your partner cannot tell until the third round of the suit, whether you have, or have not asked for trumps under the above conditions. Thus the play of the second hand, must be watched carefully to note whether the card played, is, or is not, a protecting card, and not an "ask." With fourth player, there is less chance of mistake, for if the trick be already won, and he throws a five or any other higher card, and next round plays the two or three, it must be an ask. If the card led by the original leader be a high card, such as king or ace, then the play of second player is not liable to be misunderstood. No player can ask for trumps by his lead.

Third player may win with king, when he holds queen, or with ace, when he holds king, and so indicate his signal.

It may often happen that a player with a strong hand of trumps wishes them to be *led* to him for two reasons. First, that by the card his partner leads him he may ascertain, or estimate his

partner's strength; second, because the card turned to his right may enable him to safely finesse. Thus with ace, queen, knave, and one other trump and king turned up to the right, it is advantageous that trumps should be led to this hand through the king, whereas if this hand led trumps, the king must make, unless ace be led and the king is unguarded. Thus if one partner ask for trumps, the other partner should lead him the highest, if he hold three, and the lowest if he hold four trumps, unless this partner hold the ace, when he should lead ace, then lowest of the three remaining.

Those players who note carefully the fall of every card will scarcely ever fail to see the call, whether made by their partner or adversaries. Bad players sometimes excuse themselves, when they have omitted to notice the fall of the cards, by saying they were not looking out for it. Such a remark is a confession to the effect that the fall of the cards is not noticed, except probably the fall of aces, kings, and queens.

To attempt to play whist when you omit to notice the call for trumps is to play at an immense disadvantage. Nearly every moderate player now understands the call for trumps, so that if one player out of the four does not do so, he is overmatched by those who do.

There are certain conditions of a game when one player, judging from the cards in his hand, may see after a few rounds that the only way of saving the game is to obtain a trump lead from his partner. Under such circumstances he would be justified in asking for trumps, although he may not possess the strength indicated as that justifying an original call. You should therefore note the cards carefully that are played throughout the hand, for your partner may not have called early in the game, but may do so after half the cards have been played.

There are some players who not being very strong in trumps will never lead them unless their partner has asked; such players are of course obtuse, and do not know the principles of the game. There are some cases where nothing but a trump lead can save the game, and should, therefore, be adopted, even though the leader is very weak and his partner has not asked.

It is rarely wrong to ask for trumps if you hold five with two honours; but there are exceptions to this, some of which are the following:—

That you hold ace, queen, and three others, and the king is turned up to your left, and you have no winning cards out of trumps.

That you are at the score of four, hold ace,

king, and three small trumps, single cards in two suits, and no winning cards in the third.

That your partner has shown he is likely to ruff a suit, in which you cannot win a trick. Under the above condition you may force your partner and then lead trumps, if you consider it desirable.

When you see that by the fall of the cards you and your partner have a double ruff.

These and other similar conditions would render it doubtful whether an ask for trumps at the *commencement* of the game was desirable. If, however, during the play of the hand you discover your partner is strong in any suit, you may at once signal.

If possible, never ask for trumps with a ten, knave, or queen; your partner may consider you hold no more in the suit, and will perhaps try to force you.

The Echo.

As a sequel to the "ask for trumps" another system of play has been for some time adopted, by which, if your partner ask for trumps, you can inform him whether you hold four, or more or less than four trumps; that is, either to "ask" in trumps when they are led, or ask in some other

suit after your partner has asked. This echo is a most powerful aid, as it is almost certain to enable you to win an extra trick. The following may serve as an example.

Your partner holds ace, king, queen, and ten of trumps; you hold nine, five, three, and two. Your partner has asked for trumps, and immediately after leads the queen. On this you play your three. He then leads king; on this you play your two. He then knows you hold four trumps. He then leads ace, on which you play your five, and knave falls from one adversary. Your partner now holds best trump, and could draw the remaining trump if it were in the adversary's hand; but you by the echo have told him it is in your hand, so he will not draw it, and you probably make it by ruffing a losing card. Had you not echoed, your partner would draw this trump, as he would conclude it was held by the adversaries.

Those players who do not play the echo must play at a disadvantage against those who do play it.

It may sometimes occur that when in the first lead you have decided to ask for trumps, the fall of the cards shows that a trump lead is not desirable. For example: king of hearts is led by your right-hand adversary. You hold five trumps with ace;

knave, and four small hearts, and no winning cards; you, however, commence an ask in trumps. To the king of hearts your partner plays the knave; original leader follows with ace. You now know that your partner can hold only queen of hearts, and may hold no more; so the whole heart suit is against you, and your partner's trumps can be well employed in winning tricks on hearts; also the adversaries will probably lead trumps up to or through you. Instead, therefore, of completing your ask, you throw a higher card than the one you played originally, and thus conceal your original intention.

To be able to do so, you must never ask with too high a card—that is, if you hold nine, seven, three, and two, commence the ask with the three, not with the seven or nine. To ask with the nine or seven when you hold the three or two is an insult to your partner's intelligence; it really means that you consider your partner's powers of observation so feeble that he might omit to notice the play of the three and two, so you play a very high card to attract his attention. Such play might prevent you from concealing your commenced ask, if you found reason to change your form of game.

In connection with the "ask for trumps" and the "echo" the question arises as to when it may

be desirable to conceal your strength, instead of declaring it. It may happen that, although it may suit you to have trumps led, you would prefer that the adversaries led them, rather than that the lead came from your partner. At the risk, then, of misleading your partner as to your strength it may be advisable sometimes to lead a single card when you hold six or more trumps. When you ruff this suit in the second round, the adversaries, mistaking your strength for weakness, may probably play your game by leading trumps; whereas, had you asked for trumps, you would probably never have obtained a trump lead from your adversaries.

When the adversaries lead trumps, it is also advisable that you conceal from them the fact of your holding four trumps, and so, as the term implies, it is an echo to your partner's call or lead only.

Many very good players are of opinion that the conventional ask for trumps has to a great extent interfered with the high art of whist. They argue that formerly, when the ask was not adopted, a fine player would almost instinctively know when a trump was desirable, and would act accordingly. Now, say these objectors, the matter is made so plain by the ask that any common observer sees

it. There may be some reasons for these objections; but whether or not the objections are sound, yet the system is played, and unless you also adopt it you will play to disadvantage with those who practise it. It may be urged, however, that some players do very often omit to notice the call, and so a certain amount of observation is necessary in order never to omit noticing the call, when either your partner or adversaries give it.

If you hold five trumps, you may echo with the lowest but two, if this card be a low one, and then play your lowest to next round; your partner, missing the intermediate card, places five in your hand. (*See* THE LEAD.)

LETTER XII.

FINESSING.

I HAVE already called your attention to the finesse arbitrary, which means that under the conditions there named you must play the lower card of the two highest. Another finesse, which might be termed the common-sense finesse, is when you have discovered that the highest card but one in a suit has been played third in hand by your left-hand adversary and you hold the best and third best card in the suit. For example: a small heart is led by your right-hand adversary. You hold ace, knave, and a small heart. As second player you play your small heart; third hand wins with king, and returns a small club, which is won by your right-hand adversary, who again leads a heart. On this heart as second player you play your knave, because the play of king third hand by your left adversary ought to indicate that he does not hold the queen, so your knave ought to win. The queen ought to be in

the hand of your right adversary or in your partner's hand. In either case it is right to play your knave. It is *possible* that the left adversary has played a false card and may hold the queen, but you must not assume that false cards are played as a first assumption; you must play according to the usual play of a hand.

Again. Suppose you hold ace, ten, and a small heart, this suit led by your right-hand adversary; you play small heart second hand, third hand plays queen, and your partner wins with king. You on next round finesse the ten, for the same reasons that you would finesse the knave in the former example. Variations of this common-sense finesse will occur frequently during the play of a hand.

The speculative finesse is one where the chances of success or failure are about equal. Suppose you hold king, knave, and two small trumps (spades), you lead your small spade; partner wins with ace, and returns the six; second player plays seven; your king must now make. If the queen is to your left and guarded, the queen must make; if, however, it is to your right and guarded, it will not make if you finesse your knave. It is therefore advantageous to finesse your knave in trumps, unless the fall of the first card from the left

adversary induces you to conclude that you may catch his queen, if he hold it, with your king. In plain suits this finesse is dangerous, especially with four originally in the suit, as you may lose your knave to the queen, and your king may be ruffed. If all the trumps are out, then the finesse is not dangerous.

It is useless to finesse when the adversary to your right has shown weakness. For example: you hold ace, queen, and a small heart, and lead the small heart, which your partner wins with knave and returns. To play the queen would be wrong, as the hand to your left must hold king, or the king is in your partner's hand. Remember that the finesse means finessing against a card which may be in the hand of your right adversary. If the card you are finessing against *cannot* be there, the finesse is useless and dangerous.

The finesse should be only practised when the chances of its success are in your favour, or when a desperate game must be played. To finesse when only one trick is required to win or save the game is wrong. Make the winning or saving the game a certainty. To finesse when only two cards remain in, in each hand, and you know a trump is against you or is in your partner's hand, is also absurd; yet I have seen endless tricks

lost by such play. For example: you hold the thirteenth trump and one diamond; your partner holds ace, queen of diamonds. You lead him the diamond, and from habit he finesses the queen, which is taken by the king, and his ace falls to your trump. Such play is due to carelessness and a want of observation, yet is of extremely common occurrence.

It is always well to consider what will be the results of the success or failure of a finesse. Suppose you have won the odd trick, and hold two by honours, and have a king, knave in your hand of a suit of which the ace has been played, the queen of this suit is against you. If to the right, and you finesse your knave, you win the game; if to your left, you lose the knave, and may not make your king; but the probable gain is worth the risk. Whether you are three or four does not much matter, but whether you are game or four is of considerable importance. If, however, you required only one trick to win or save the game, you should not finesse the knave.

As a general rule you may finesse in trumps more than in plain suits; also you may finesse in the adversaries' suit, but not in your partner's.

There is one case where a finesse should be adopted, for the purpose of throwing the lead.

For example: you hold queen, six, five, four, and two of hearts; you lead the four, second hand plays nine, partner plays king, and fourth player plays three. Partner returns eight of hearts, and second player plays a club. You may now fairly conclude that your partner holds no more hearts; consequently the ace, knave, ten are on your left. If you play your queen third hand, ace wins it, and the knave, ten also win. If you finesse and pass up the eight, fourth player wins with ten, but he dare not lead out his ace, as he leaves your queen the best card, and if this suit be trumps, you will probably make your queen, and must do so if the only cards in are the ace and knave to your left, and two other cards in each hand, for the lead must come from the left round to your queen guarded.

LETTER XIII.

FALSE CARDS.—THE DISCARD.—UNDERPLAY.—PLAY OF THE TWELFTH AND THIRTEENTH CARD.

The majority of book and orthodox players, have the greatest objection to play false cards. To play a false card, when no object can be gained by it, is detrimental to the art and success of the joint play of your own and your partner's hand. There are, however, numberless instances where you may play a false card which cannot injure your partner, and if it mislead him, it will be no harm, whilst it will mislead the adversaries, and may probably give you an advantage. Again, a false card played may not be a false card as regards your partner, and cannot mislead him, but it may be a false card for the adversaries. As an example, I will suppose you hold ace, king, nine and two of trumps, and the knave is led by your left adversary; partner does not cover with queen, third player plays small card, and you have to win with ace or king. You may now fairly assume that the queen is to your right, and the ten to your left. If you play the

king, one adversary, at least, knows the ace is in your hand. If you win with ace, it would indicate that you did not hold the king. On the original leader regaining his lead, he might probably lead ten of trumps; third player, fancying the king was to his right, might play queen, hoping thus to obtain a third round of trumps. If he passed up the ten, you might either win with ace, or let the ten make, so as to hold ace, nine over queen. I do not give this as an example of good play, but merely to show how such a false card could not well be detrimental, and might be advantageous. To make an adversary change his suit, especially when he leads up to you, a false card is often well played. For example, you hold ace, queen of a suit, queen, knave, nine of another suit, say spades, your left adversary leads king of spades, second player plays two, third player seven, and you play nine. The same leader leads ace of spades, second player plays three, third player ten. You now know the player on your right holds no more spades, and will trump next round, and lead *through* your ace, queen suit. You would do well to play the queen instead of your knave to his ten, and thus let it appear as if the knave were in the right adversary's hand, whilst you held no more in the suit. Probably the leader, instead of con-

tinuing the spade lead, might lead up to your ace, queen suit. The play of the false card can do no harm.

Playing false cards should be avoided until you become a skilled player, when your experience will show you when and where it may be done to advantage. The examples given above are simple cases, which are, perhaps, worth reflecting on, as a preface to future and more difficult cases.

The Discard.

When you possess no cards of the suit led, you either trump, or you discard some card of another suit. By this discard you should give your partner certain information :—

1. If trumps have not been led by either side, you should if you do not trump, discard from the weakest suit in your hand, and consequently throw away your most worthless card. You must not forget, that in your discard you can ask for trumps, by discarding first a high, then a low card.
2. If your partner has led trumps, you also, when you discard, throw from your weakest suit.

3. When your adversaries have led trumps, you discard from your strongest suit, throwing of course the smallest card of this suit.

These general rules must, of course, be tempered with reason, and you must not throw away from a suit such a card as may protect other cards in your hand. For example, with king, three and two in one suit, six, five, four and two in another, it would not be safe to discard from the king suit, as you might be led through this second suit when second player, when if ace, queen were to your left, you would lose your king.

It is always dangerous to throw away a single card of one unled suit when you hold no trumps, as the first lead of this suit exposes your weakness, and allows your right-hand adversary to finesse against you to any amount when the suit is again led. It is also dangerous to throw away the only remaining card of a suit in which your partner has shown strength, as it prevents you from again giving him his suit when you recover the lead. At the end of a hand, it is essential to be most careful about the discard, so as not to retain a high card which cannot win, and throw a low card which may win. For example, you hold two

cards, the ace of hearts, and seven of diamonds. Right-hand adversary has trumped hearts, and has the lead, and leads the thirteenth trump. To retain the ace of hearts is, of course, useless, and if another diamond is in lower than the seven, you may win this. This case may appear too palpable to need mention, but in practice such an error is not unusually made by moderate players.

The greatest watchfulness is required to enable you to throw away the highest card of a suit, in which your partner holds the remaining winning cards. For example, your partner led ace, then knave of clubs. On his knave you did not play your king, and the knave wins. You then know that your partner led from ace, queen, knave and two others, so there is only one more club in the adversaries' hands. Your partner then leads ace, king and a small trump, three rounds of trumps, leaving one in your partner's hand, and one the highest in the adversaries'. In the third round of trumps you failed, and threw a small card, retaining the king of clubs. The adversaries draw your partner's last trump, and lead a heart, which your partner wins with ace, and returns a club. This club you must take with your king, and you and your partner lose every other trick. Now had you discarded your king of clubs, your partner

would have made two additional tricks with his three clubs,—the fact of your not getting rid of your king costing you two tricks.

When the adversaries have led trumps, you should discard as a rule from your strongest suit. But it may happen that such a discard may ruin your hand. When, then, you do not discard under these circumstances from your strongest suit, a *second* discard from the same suit should indicate that this suit is weak. This second discard might be termed the *negative*, as the first discard says "this is my strong suit," a second discard from the same suit negatives the first.

Towards the end of a hand, and with a long suit and one or two trumps in against you, it is useless to discard all your other suits, and retain this one suit, you cannot make all this suit, and the fact of your not being able to give your partner a lead by giving him another suit, may cost you one or two tricks. Such a case I have often noticed, and the following is an example. You hold king, queen, knave and two of spades, the ace of which is out, and the seven of hearts ; two more trumps are in some hands, one probably in that of your partner, and this trump may be the best. Your partner holds a heart, probably the best. Left-hand adversary plays best club, partner and third player follow

suit, you must discard either a spade or your seven of hearts. Suppose you discard a spade, adversaries lead a spade, you win with knave and lead the heart, which your partner wins, draws the remaining trump and leads you another spade. The cards being located as follows: Left adversary, one club, one heart, three spades. Partner, one club, one trump, two spades, one heart. Right adversary, one trump, one spade, three clubs. If you had discarded your heart, right-hand adversary must make his trump on your spade.

Many other similar examples might be given of the bad results which follow throwing away the whole of a suit, and retaining only one long suit in your hand, when there are trumps against you.

Underplay.

What is termed underplay, may often be successfully practised against even the best players, and consists in the following system of play.

Suppose you hold ace, queen and a small card in hearts. Your left-hand adversary leads the two of hearts, your partner plays six, third player plays knave, and you win with queen. You now may fairly conclude that neither king, nor ten is in the hand of your right adversary. Your partner may

hold one or both of these, but he may hold the ten, and left adversary the king. If you play out your ace, the king must make next round. If, however, you play your small heart, left-hand adversary, believing the ace to be to his left, will probably not play his king second in hand. Then if partner hold the ten it makes, and your ace still is held over the king. This is termed underplay.

There is danger in this style of play, for second player may suspect you of an attempt to underplay him, and may play his best card, and as you can only underplay when you are leading up to weakness, the third round may be ruffed by your right-hand adversary, and your ace may never make. You run a risk to make an additional trick, and you should carefully estimate whether the amount of risk is great or small compared to the probable gain. If you decide on underplaying in any suit, it is more prudent to wait before you do so, and not return at once this suit. The lead may come again from the original leader, and your partner, if a good player, would then play his ten, second in hand, and so obtain the same results as though you had underplayed, and with less risk. It is of course safer to underplay in trumps than in plain suits, as your trumps cannot be ruffed.

When used with discretion, underplay often

wins a trick, and if practised occasionally, a player may suspect you of underplay when you have not attempted it, and may run his best card and lose it, in consequence, as it is a very difficult question to decide whether or not an attempt is being made to underplay you.

The Play of the Twelfth and Thirteenth Card.

It would not be giving too common a case, to state that every other hand at least you have the opportunity of playing a twelfth or thirteenth card; whether, or when, to do so, becomes the important question. I will first deal with the twelfth card.

Suppose three rounds of a suit have taken place, in which suit you originally held four. That in the third round your partner failed, and you know the other remaining card of this suit is to your right. The play now may be divided into two cases, first, when the card in your hand is the better of the two, secondly, when it is the lower. If you lead this card it will win a trick, when it is the better card, if the left adversary does not ruff it. If he ruff it, your partner may, if he can, ruff over him, and have no fear of being himself ruffed over, as fourth player holds a card of the suit.

Influenced by this fact, many players will at once lead the twelfth card, thereby imagining they gain a trick, but before doing so, another probability ought to be considered. The second player may be weak in trumps, or may hold, say ace, king and the two. To ruff with the two would be useless, to ruff with the ace or king too expensive; he therefore may discard some card which will enable him to safely ruff another suit, when this suit is led.

As an example of the preceding, take the following. You hold ace, queen and two small spades, and the best heart, the twelfth, the thirteenth heart being in the hand of your right adversary. Your partner holds three spades, queen and one club (trumps). Left adversary holds two small spades, ace, king and two of clubs (trumps). Right adversary holds four spades, and thirteenth heart. Your partner leads a small spade, you finesse queen and win, you then lead twelfth heart, left adversary throws his spade, and you win this trick, making two. You then play ace of spades, which left adversary ruffs with two of trumps and wins, and plays his ace, king of trumps, making three tricks to your two.

Now take the correct and more safe play. After you have won with the queen of spades play out your ace, you make both tricks, then play your

twelfth heart. If second player trump with anything, your partner's queen must make a third trick, and you win three tricks to the adversaries two, with the same cards as those by which you only won two tricks.

Before then you play a twelfth card, whether it be the best, or not the best, note whether you hold any winning cards which you can make *before* leading the twelfth card, and which a discard from the adversary might prevent your making. Numberless tricks are lost by neglecting this precaution, and some players never appear to notice how they have lost a trick, as they continue for years committing the same error.

When the twelfth card which you have an opportunity of playing is the lower of the two remaining, or if the thirteenth card be located in the hand of your left adversary, all the preceding arguments have extra force; and the play of the twelfth card is dangerous, unless you want to give your partner the chance of making a trump, which chance might not otherwise occur.

The play of a thirteenth card has all the disadvantages which attend the play of a twelfth card, and does not possess many of the advantages. The play of a thirteenth card has three special

objects, any one of which *may* be the intention of the leader, as regards his partner. It may mean, that the leader wishes his partner to play on it his best trump. For instance, your partner has turned up ace of trumps, and you have reason to believe it to be his only remaining trump. You hold the king of trumps only. If the adversaries obtain the lead they bring down your king and your partner's ace together, by a lead of trumps. If, however, you lead a thirteenth card, it follows, that if your partner put his ace on this, the ace and king make separately. Many variations of this form will be evident to you, such as you holding queen, knave, only, and your partner the king, so that the most usual meaning of playing a thirteenth card, especially towards the end of the hand, is to ask your partner for his best trump on this thirteenth card.

Another meaning of a thirteenth card may be to throw the lead into the adversaries' hands, and make one of these lead up to you or to your partner. It is for the non-leader's partner to judge which of these two meanings of the lead of a thirteenth card was intended, and he ought to judge from the cards in his own hand, and from those which he may reasonably suppose are in those of his partner or adversary. I have lost

many games and rubbers by mistakes on the part of my partner as regards the meaning of a thirteenth card, but never lost a worse rubber than by the following, which will serve as an example of the use of a thirteenth card.

I held two small trumps, and a thirteenth card; my partner had turned up the queen. I had reason to believe that strength in trumps was to my right. I and my partner must win two tricks to win the game and rubber; if we did not win two tricks, we lost the rubber. If my partner held ace and king and queen of trumps, we were game; if he held king, queen, ten, we were game, unless ace, knave were to his left, or ace to his right and knave to his left; if he held ace, queen, we must win, if the lead were to come from his left whilst he held ace, queen. I led him, therefore, the thirteenth card, which second player did not trump. My partner held ace, queen of trumps, and a low card of another suit. He now had game in his hands, had he thrown his low card; but being a mere book player his only idea was that I wanted his best trump, so he ruffed with his ace, led his queen, which was taken by the king, and we lost the game, as the adversaries held the remaining best trump. Instead of admitting his error, and saying he had omitted to

notice the score, and also to see that he must make his ace, queen if he passed this thirteenth, he defended himself, as many such players often do, by stating that he concluded I must hold the king, and therefore wanted his best trump.

It therefore requires some judgment to decide whether the play of the best trump is what is meant, and even if it be meant, it does not follow that another treatment of the case may not be better.

The third intention of playing a thirteenth card is rarely justifiable; it is sometimes played because the leader considers he cannot play any other card to advantage. To play a thirteenth card under these circumstances may, and most probably will, mislead your partner; and if he does not ruff very high, it gives an easily acquired trick to the last player.

Hence the play of both twelfth and thirteenth cards requires considerable judgment; injudicious play of either may lose a trick; whereas, if well played and at the proper time, they may be made of great use.

At the end of a hand it is dangerous to play a thirteenth card, as it admits one of the adversaries to discard and often to prevent your making a second or third round in a suit, as, for example:

you hold queen and one heart and a thirteenth diamond; partner holds king and one heart and thirteenth spade; each adversary holds two small hearts and one trump. If you lead your thirteenth diamond, you win but one trick; lead your heart, and if your partner lead another heart instead of the thirteenth spade, you win two tricks.

LETTER XIV.

RULES AND REASON.

In the preceding pages you have been given the rules for the lead, second play, &c., and the rules of play as regards many other portions of the game. These rules, especially as regards leads, apply to the first or original lead. After one round of the cards has been played, you necessarily know more about the game than you could know from seeing your own cards only. You can form some idea whether your partner is strong or weak in a suit, whether he is commencing an ask for trumps, whether he is likely to ruff, &c., &c. So that after one or two rounds and two tricks have been won, you must necessarily allow the results of the information you have gained to guide you in the play of your cards—that is, you must play by reason and not by rule. In former years men did not read much about whist; they played a certain game, which by experience they fancied was a good one, but their own experience was their

instructor. When such excellent books as those produced by J. C. and Cavendish were available, young whist-players read and studied these, and shortly were able from reading alone to play a better game than men could play who had ten years' personal experience, but who had never read.

One result, however, of a large class of whist-players being thus trained by reading and not having an extended experience is, that one often now meets men who play a game of rule and not of reason; they rigidly adhere to the rules laid down as general principles, and cannot perceive when to follow these rules must cause the loss of a game. They seem to forget that *the* object of whist is to win the greatest number of tricks possible to be won with certain cards, consequently they will often lose a trick or even two, rather than play in a manner which they consider is not according to rule. Such players must lose in the long run, unless their adversaries are even less skilful.

I have already referred to one of these rules, and I trust you will have seen what is meant by the written rule. It does not mean *never* force your partner if weak in trumps yourself; but it means if you see a good chance of making more tricks by not forcing your partner than you could

make by forcing him, then refrain from the force; but you should always remember that it does not follow your partner *must* take a force, even though you offer it him. He may conclude, and erroneously, that you are strong in trumps, but he would not conclude so unless he were considerably impressed with the importance of the advice, "do not force your partner if weak in trumps." Many players, influenced by this recommendation, will frequently throw away a game in consequence of their fertile imaginations.

You may hold one honour and two trumps, and you find the chances of saving the game very remote unless you force your partner. He holds probably four small trumps. You force him and he makes a trick, and immediately jumps at the conclusion that you must be strong in trumps; so, having ruffed, he leads you a trump and loses every other trick. Some players actually treat a force from their partner as equivalent to an ask for trumps; as they assume that he would never force them unless very strong.

Some players again, bearing in mind that it is sometimes advisable to force a strong hand of trumps, will continue leading a suit for an adversary to trump, even when he holds the only remaining trumps, probably three or four. At

the end of the hand they frequently congratulate their partner on the manner in which they "worked out those trumps."

What other use could they imagine these trumps could be put to, than to win tricks by ruffing? They ignore the value of the lead which they keep placing in the adversary's hand, and seem entirely to be engrossed by giving the adversary every opportunity of winning tricks. Such play is unreasonable.

"When strong in trumps do not ruff a doubtful card" is another piece of advice which some players seem entirely to misunderstand. With four trumps and no honour, such a suit cannot be called strong. Yet many players will not only refuse to ruff a doubtful card, but will not trump a card the best of which is almost to a certainty indicated against them. They seem to consider that refusing to trump and thus informing their partner that they hold four trumps, is information worth a trick; so they give the adversaries a trick in order to convey this information, an act which appears to indicate that they consider the main object of whist is not to win tricks, but to convey information.

With four small trumps and no suit to bring in, and with no indication from your partner that he

wants trumps out, you cannot expect to make more than one of your trumps, and you may very likely not make that unless you ruff. Consequently reason must guide you as regards the expediency of ruffing with four trumps, and not rule.

A game is very often lost by a partner who blindly plays by rule, and will immediately return your lead of trumps when he is excessively weak; because many players, *when it suits their hand*, say, if I lead trumps I want them back. Although it should be no excuse for leading trumps because an honour is turned to your left, yet you may often be disposed so to lead to obtain other information. For example, I hold ace, queen, four and two of spades, trumps, king turned to my left. Ace, king and two other hearts, queen, knave, eight of diamonds, queen, and three of clubs—score love all.

Now it is most essential that I know whether my partner holds knave of trumps; if he does, I have a fair chance of winning the game, as we are two by honours.

My partner leads a small diamond, which I win with knave, and lead a small trump. Partner wins with knave, and returns the two. I am now in doubt as regards my partner's strength in trumps. He has returned the two up to the king.

His two should most likely, therefore, be the lowest of three remaining. I win with ace, and I may now conclude that king alone remains in the left-hand player's hand and two more in my partner's. First, I will assume that I do so conclude and play my hand accordingly. I then consider it useless to draw my partner's trump and one of my own in order to extract the king, which must win; so I lead king, then ace of hearts—both go round. A third heart is won by fourth hand with queen, and I note that second hand asked for trumps in hearts, and that my partner failed in hearts. Right-hand adversary leads a trump, on which I play small trump, ten wins this to my left, king is led and takes my queen. I have now won the following tricks: queen of diamonds, partner, knave of spades, ace of trumps, ace, king of hearts —five tricks. Left adversary now leads king of clubs, then ace of clubs catching my queen. Then knave of clubs, then knave of hearts. The adversaries have won: queen of hearts, king, ten of trumps, ace, king, and knave of spades. The ace of diamonds is held by my right-hand adversary, and wins. Thus the adversaries have won: two tricks in trumps, three in spades, two in hearts, and one in diamonds—eight, and have gained two by cards against two by honours.

If I had continued with a third round of trumps, and my left adversary had finessed his ten, the results would have been almost identical; except, perhaps, if hearts had been led up to me, when I should have taken the queen. But the knave must have won; probably my queen of diamonds also might have won.

My partner's hand was as follows: knave and two of spades, king, nine, seven, six, and two of diamonds, nine, eight, six, and four of clubs, the seven and six of hearts. When I had won with my queen of diamonds, he might fairly be said not to have a winning card in his hand, as his king of diamonds must be won by the ace or ruffed.

With such a hand, I maintain *he was not bound by rule* to return my trump. By my lead, if I lead a trump, I play a forward game; and if my partner returns me a trump up to the king, it plainly says I can support this game. But he held no single card to support me except his king of diamonds. Had my partner returned me a diamond I should have at once concluded that, in spite of two by honours, we could not win the game, so I must try for the odd trick only.

The play that would naturally follow under these circumstances would almost certainly be as follows. Instead of returning my trump, my part-

ner leads another diamond. Second player plays ace and wins; and having a four suit of hearts, leads a small heart. I win with king, return ace, then small heart, which partner trumps, and leads king of diamonds, which right adversary trumps. His partner, under the preceding conditions, would not ask for trumps, so the spade would probably be led. On the third round I make a trump, and play a heart; when the lead will most probably come up to me, and I make the ace, queen of trumps. By this play, my partner makes two trumps; and I make at least two, and probably three. I make ace, king of hearts, and one diamond, and so secure the trick at least. And the game stands: three to love, instead of two all.

Some players might urge that not to return the trump was selfish play, as it was playing one hand instead of two; but the play was really the reverse of this. It told me that, although my hand might be good, yet my partner was so feeble that he dared not lead back trumps to the king against him. Not to lead back trumps was reasonable under the conditions; to have returned trumps would have been playing blindly to rule.

What are termed "Coups" are often cases where to follow rule ensures your losing the game. You must reason on the special case before you,

and your reasoning and acting thereon must be instantaneous. It often may happen that you have to place yourself in imagination in the position of an adversary, and consider what play would be most likely to mislead you; and then, when nothing but a false card can save or win you the game, this card must be played. I will therefore now make a few remarks on—

"Coups."

There is a certain similarity in many games which at first sight appear to have no likeness to each other. In billiards there are some players who can make some one stroke very successfully, and they are always trying for this; for example, screwing in off the spot is a favourite stroke with some players, and they pride themselves on it, whilst they play the actual game badly. So with some whist-players: they are always playing for some "coup," and when this succeeds they are delighted; but, in playing for it, they will probably lose two or three tricks or a game, and too often it fails to come off. Thus the player who plays the game steadily and safely wins more than he who plays the game indifferently but sometimes makes a good "coup." Hence, although there are

special cases where nothing but a special system of play can succeed, yet to be always on the look-out for these is not advisable, when such watchfulness causes you to sacrifice the play of the hand.

It sometimes happens that you cannot possibly win or save the game, unless one particular card is in your partner's hand. You must then play as if you are certain that it is there, and this requires of course reason, and no rule can bear upon so many varied cases. As an example, I give the following, which occurred to a brother officer, and which succeeded.

He held ace, king, knave, and two of hearts—four cards only. His partner had by the lead shown that he held the two remaining clubs. Hearts had not been led or thrown, and spades (trumps) were all out. Consequently his partner held two hearts, two clubs. Saving the game meant in this case winning it, and to win it he must win every trick. As there were thirteen hearts in, two only in his partner's hand, it followed that one adversary must hold four; consequently the two of hearts must be taken, and the game must be lost if the lead could not be given to his partner. His left-hand adversary led a small heart, his partner played seven of hearts, third

hand played ten. If now he had won with knave, then led ace and king of hearts, he must lose the last trick, viz., his two of hearts. If his partner held queen of hearts, the queen must be left single in his partner's hand; so it was no matter whether he won with ace, king, or knave. If his partner held nine he must play it second round, as he held no other card; so a false card could not injure his partner. He therefore won the ten with his ace and led the two of hearts. Second player held queen and two other hearts, but fancying king must be to his left and not seeing his danger he played a small heart, third hand won with nine of hearts, and made his two remaining clubs and won the game. If he had won with his knave, probably second hand might have suspected a false card when the two was returned; but ace being played might indicate that the third player held king, knave, ten, and had finessed the ten. The "coup" is a good one to be worked out at a moment's notice.

Another rather good "coup" was the following, which also occurred. Ace, queen of diamonds, and three remaining trumps were in one hand—the holder of these cards I will term A. The king and nine other diamonds were in. It was A.'s lead, and he must win every trick to

save and win the rubber. A. could win four tricks to a certainty, but the king of diamonds ought to win. The adversaries did not know all the trumps were in one hand, and it was A.'s lead. If he led his three trumps, then the ace of diamonds, the king must make wherever it was. If the king were to his right and guarded, it must win. There was one chance, viz., that the king was to his left, and that, if the queen were led before the ace, second player not knowing where the ace was and wanting only one trick, might not cover. A. therefore led queen of diamonds, and second player did not cover. Consequently A. won his five tricks and rubber. The chances were certainly against such a result; but, as A. argued: If his partner held the king, it was no matter; if right-hand adversary held it, the game must be lost. So he took the only chance in his favour, and this chance came up favourably.

Now reason alone could guide a player to such play as this—no rule is applicable. It is a case where you know the position of cards which the adversaries do not know, and you play on the chance that they may play certain cards under these peculiar circumstances.

Both these are instances of a style of play that might be adopted at practical whist. If all the

cards are seen and their position known, such a result could not occur. Therefore it is not a problem to be worked out by mechanical rule, but they are cases requiring intelligence, and a quick calculation not only of where it is possible certain cards may be located, but what certain players may do under the peculiar circumstances.

The advantages then to be derived at whist are from a judicious combination of rule and reason. Rule enables you to judge what cards your partner holds, and reason applies to the best method of using these.

I once won a very neat game by the following amusing combination. I held four small trumps (spades), ace, king, and two small hearts, three small clubs, king, and one diamond. The king of spades was turned up to my left: my partner led knave of hearts, and queen covered it second hand. Knowing my partner to be a careful player, I at once concluded he had led me the highest of three cards, and as this was his original lead, he must hold a four suit which could only be trumps, and he did not like to lead up to king. I won the heart with my king, and led my small trump; partner won with knave, and led me a small heart; I won this with ace, and led him another trump; my second lead of trumps showed him I held four. He won this trick with

the queen, led the ace and caught the king. I knew now that he held the other trump. He then led ten of hearts, after which I remained with the thirteenth, we had now won three tricks in trumps and three in hearts. He then led a small diamond, I played king third hand, and it was won by ace—fourth hand, who led queen, then knave. I ruffed the knave and led my thirteenth heart which won, and my partner's last trump won, making three by cards, two by honours. The cards held by myself and partner were, ace, queen, knave, and five other trumps; ace, king, knave of hearts and ten; king of diamonds; that is, seven court cards out of sixteen. The adversaries held four honours in spades, three honours in diamonds, and one honour in hearts and trumps. The point here to which I wish to draw attention is, that if your partner in his original lead shows you that he leads from a three suit only, you may fairly conclude that he holds four trumps, but considers it advisable not to lead them. Some players will persistently avoid leading from an ace, queen suit. I do not consider that the advantages to be gained by waiting to finesse your ace queen compensate for the incorrect information you give your partner as to the numerical strength in your hand.

Rule applies strongly to original leads, and the play of the first half of a hand, after this reason comes in, and the nearer the end of the hand the more does rule become useless and reason takes its place. Hence there are very many players who are good for the first half of the hand, but are feeble in the extreme towards the end.

As a coup for your amusement, I give the following.—Give the adversaries four by honours in every suit; give yourself and partner any of the other cards you choose, and win five by cards against them, you to have the lead. It is of course a double dummy game.

Finally, I suggest that you should never consider it impossible that a game can be lost unless you hold ace, king, queen of trumps, and the adversaries are at love, so save the game when you can. I once lost five by cards when I held ace, king, and four small trumps, king and one diamond, king and one spade, and three small clubs; it was my lead and I led a small trump. Arrange the cards in the various hands so as to see how this happened, and could not be prevented after I had led. My partner held one trump only.

LETTER XV.

YOUR PARTNER.

Whist is a game of partnership. You and your partner play against two other partners. It is twenty-six cards against twenty-six when the partners play to mutually assist one another. It is thirteen cards against twenty-six when each partner plays for his own hand. To play a strong game it is essential that you assist your partner and your partner aids you. To play against three adversaries, one of whom is your partner, is not an uncommon event, and although it has been stated that the advantage which a good player has over a bad player is only about five per cent., yet this five per cent. occurs in every hand, and if there are seven deals to a rubber, the advantage is multiplied to thirty-five per cent. It follows, therefore, that you must do your best to help your partner and he should do his best to aid you. In order that you make the most out of your partner you must form an accurate estimate of his whist

capacity. When you are afflicted with a partner unacquainted with the rules and incompetent as a reasoner, you must not play a high-class game, you must make matters as simple to him as possible, you must expect him to thwart all your great and promising schemes, and usually to play the adversaries' game instead of yours. To attempt any thing great with him is simple ruin; it would be like a fine rider mounted on an awkward hack, riding to hounds as if he were on a trained hunter; at the first timber leap you come a cropper. So you must not attempt a game beyond your partner's course. You must deny yourself many promising results which would certainly be obtained had you a good player opposite to you, and must play a cramped game, and consider yourself fortunate if you lose only one trick each hand.

It is useless to attempt to teach a bad player how to play whist by lectures given during the deals; to remind him of his glaring errors only fuddles his brain the more, for if he is so dense that he cannot perceive his mistakes and has played whist many years, it is expecting too much to hope that a five minutes' lecture will cure him of his faults. Besides, looking at it from a selfish point of view, a bad player, by the rule of chances, ought to be twice your adversary for once he is

your partner, and although he may lose you several tricks when he is your partner, he will also give you twice as many tricks when he is twice your adversary; it is most essential, therefore, that you discover as quickly as possible the capacity of your partner, so as not to attempt a game beyond his powers; if you venture any advice to him let it be to advise him to win every trick he can. And probably the sooner he gets all his winning cards out of his hand the sooner will his power to damage you be gone.

With such a player it is useless to lead him a strengthening card. If he hold the ace and ten and another of a suit, and you lead him the queen or knave, he will put his ace on, as he will tell you had he not done so the king might make—that the king must make second lead he seems to ignore. If you return him the correct card when you hold two or three you merely inform the adversaries and fail to obtain any results from your partner. False cards do not mislead him, for he fails to notice them, consequently you play with such a partner in much the same manner as you would with a dummy, you make your own hand as unintelligible to the adversaries as it is to your partner, and you muddle on as best you can. That a partner should lose you five tricks in one

hand seems difficult, yet not long since I was favoured with a partner who succeeded in accomplishing this feat as follows: I held six hearts headed by ace, king, queen, ace, and three small spades (trumps), two small clubs, one small diamond.

It was my lead, and I led king of hearts in order that my partner should not labour under any misunderstanding as regards my suit. Fourth hand played knave of hearts to my king; I then led a small trump; partner won with queen and returned me *a small* trump. I won with ace and led a third round of trumps—second hand failed and partner won with king; I now concluded I should win the game as my partner by returning the small trump told me he held four originally. My partner having won with king of trumps led knave of diamonds, which second player won with queen, and he then led the twelfth trump which was the best and drew mine, and made five tricks in diamonds; my partner held two more hearts, and had originally only three trumps. Had he returned me the king then a small trump I should have held the lead after the third round of trumps, and could have forced the remaining trump held by the adversaries, with my hearts. So I must have made four more tricks in hearts and my last trump. If again he had led me a heart, similar

success would have followed. I thus lost five tricks by two errors of the most puerile description. My partner of course had a reason for his play; he did not like to lead a heart, as he thought it would be trumped! My partner had played *Cards* for certainly thirty years. When you consider that the return of an incorrect card, and the lead afterwards of an unwarrantable card, may cost you five tricks, you will perceive the amount of damage that a bad partner may entail on you.

To ascertain quickly the capacity of your partner is most important; you may often discover this by looking over his hand before you join the rubber and noting how he selects cards for particular purposes. A partner who is careful to return the lowest of three and the highest of two remaining cards, who notes the call for trumps, and will echo to your lead, can be made something of. When, however, you find a partner is studying the faces of the cards in his hand, and does not look at the table whilst the cards are being played, and consequently is always asking to look at the last trick, you may be sure that sooner or later he will get you into trouble, and you must not expect much from him, and dare not consequently attempt a very refined game. Many old whist-players get into a system of playing which is often eccentric

and unsound, but on which these individuals pride themselves. I once knew a player who always, whenever it was his lead, led trumps no matter what his hand might be, and he was convinced it was the right thing to do. He was constantly a loser at the end of the year, but this result he attributed to his bad luck.

When you know your partner to possess these eccentric idiosyncrasies, you must of course play a different game from that you would attempt with a reasonable partner. Next to discovering the capacity of your partner is the importance of discovering the powers of your adversaries. Having formed an estimate of these, you may trade on this estimate, and often with favourable results. If you find your adversary is a mere book player you can fairly calculate what card he will play under certain circumstances, and can lead or finesse accordingly. I once won a game which will serve as an example of such play, which is, however, applicable only under such exceptional conditions. I held king, queen, knave, and two of spades (trumps), ace, king, and three hearts, two clubs (small), and two diamonds (small). My partner led a small heart, ten fell second hand. Knowing my partner to play by rule, I estimated that he held four hearts, and that a ruff would be made by second hand

on another round. The ace of spades was turned up to my left; I decided to lead trumps, but the question was which card to lead. I wanted two rounds of trumps. Knowing how carefully my left adversary followed rule, I was aware that if I led the king or knave he would in the orthodox manner cover with ace. I therefore led the queen, hoping that he would follow the rule and pass it; he did so, and the queen of course won. Having found this, I led the small trump as I now believed he would credit my partner with king. This also came off, as he played his ace on the small trump, and my partner dropped ten. He now believed my original lead was from queen, knave, and another, and that the king only was on his left, as he held two more trumps and a long and strong suit in diamonds, he believed another round of trumps would bring down king and knave together, and leave him with the thirteenth trump. He therefore led a third round and found that my partner held no more, his partner held another, and I won the trick with knave, and drew his other trump with king. A small heart from me was won by my partner with queen; he returned another heart, and we won five tricks in hearts, three in trumps, and one in clubs, and won game. Had I led king of trumps my left adversary would have taken this

with ace, would have shown his partner his strong suit in diamonds, would then have forced his partner with a heart, regained the lead in his diamonds, forced his partner again in hearts, and would thus have won five if not six tricks, as he could have forced me with his diamonds. This was a game played entirely against rule as regards lead, but it was specially adapted to the style of play which I knew the left adversary was likely to adopt.

You may probably remark that this example of play is in direct opposition to the rules which I have already advised to be carried out. It is not so opposed. The rules given are those that under ordinary circumstances should be adopted, and which have been found the best, to enable you to win the greatest number of tricks, for you must not lose sight of the fact that the golden rule for whist is to win the greatest number of tricks that are possible to be won with the cards held by yourself and your partner. If by using your intelligence you perceive that if you follow these rules you will lose, then another and a higher rule comes in, viz. to play so as to win. It is this which gives the great charm to whist as a study, no amount of knowledge of rule or system can enable you to do away with thought, and the reasoning required for ever recurring cases. So that you must be ever

mentally on the alert to watch for these, and take the advantage which offers with strategic skill. The study then of the capacity and peculiarities of your partner and adversaries ought to be as much a part of the art of whist as is the study of the cards in your hands; the latter are the weapons with which you fight; the former are the enemy and the ally against or with whom you do battle.

ENQUIRY.

The rules you have given for the lead, finesse, throwing the lead, &c., take a long time to learn, but a longer to put in practice during what I may call the excitement of play; what then amidst all these rules, laws, advice, &c., would you recommend as the most important items to be impressed on the mind of a beginner? I fancy that there are certain parts of the game, such as throwing the lead, which can only be practised after long experience at whist. Still it is advisable to do as little damage to your partner as possible, when you are only a moderate player—and I want to know how I am to advance from a bad to a moderate player?

LETTER XVI.

WHAT TO LEARN.

I CONSIDER it most necessary that you should learn "the lead;" unless you do so you commence under a great difficulty. The correct lead ought to be learned in one or two hours. Deal yourself thirteen cards and elect one suit as trumps, then think what card to lead and examine the rules to see if you are right. As second player remember to split knave, ten, and small card—queen, knave, and small card, king, queen, and small card, that is, play the lower of the two high cards. When you win a trick the first round of a suit, return the higher of two remaining, the lowest of three remaining. If your partner lead a suit which you win third in hand, lead him the correct card of your strongest suit at once. Return at once your partner's lead in trumps unless under most peculiar circumstances, such as those given in a former letter (No. XIV.). Watch the fall of the cards, so that you do not miss your partner's ask. Echo, if

you hold four trumps, to your partner's lead or call. Hold up your cards so as not to expose your hand. Never touch a card till you have decided which card to play.

Follow these directions and you have the foundation of whist-playing. Make yourself so thoroughly acquainted with these rules that you never need occupy your mind with them, and you will then keep your head clear for the more complicated parts of the game. If you have to keep your attention occupied as to what to lead, or play second hand, &c., it is impossible to help getting muddled about other portions of the game.

LETTER XVII.

THE PLAY OF A GAME OF WHIST.

You will find in the latter part of Cavendish, in the *Field* occasionally, and in the *Westminster Papers* what are termed "illustrated hands," that is, the whole fifty-two cards arranged in the four hands, and the play given by which a certain number of tricks were won, on one side or the other. To arrange the cards as given, and to work out the hands, is an excellent method to discover and to impress on the memory, what may be done with the cards. You must, however, bear in mind that this is theoretical and not practical whist. That when the cards are all exposed, the problem is all clear. In practical whist, however, there comes in the element of individuality, the personal error, as we may term it, of each player—the probability of an adversary making a mistake, of his not making a finesse which might come off, and of his making one which does not come off, of his being misled by a

false card, of his inability to discover the cards in his partner's hand when he commences the game and leads. From these and similar causes a multitude of games are just missed being won at whist, which would certainly be won were all the cards exposed to view. Also many games are lost at whist which would not be lost if you saw all the cards and had been playing double dummy. It consequently follows that practical whist is a very different game from what we may term theoretical whist. As an amusing example of this I recommend you to arrange the cards in the manner given below. It is a case which once occurred to me at double dummy. You will then perceive that if any player had played at whist as it is necessary to play in the following case, he would probably have been accused of trying to lose the game. I call my own hand A., my dummy's hand D. Left adversary's hand X. Right adversary's hand Y. Hearts trumps.

A.'s.—10, 6, 4 hearts. Ace spades. Ace, king, queen clubs, 10, 7, 6, 5, 4, 3 diamonds.

X.'s.—Ace, king, queen, knave hearts. King, 10, 7, 4 spades. 10, 7, 4 clubs. King, 2 of diamonds.

D.'s.—5, 3, 2 hearts. 9, 8, 5, 3, 2 spades. Ace, queen, knave, 9, 8 diamonds.

Y.'s.—9, 8, 7 hearts. Queen, knave, 6 spades.
Knave, 9, 8, 6, 5, 3, 2 clubs.
It was A.'s lead, the score was A. D. 4, X. Y. love.

You will perceive that X. Y. were four by honours, so the odd trick won the game.

At a first glance it appeared that A. D. could win only four tricks, viz., three in clubs, one in spades. A little closer examination, however, showed that A. could win the odd trick. Now you arrange the cards. Take only half a minute to consider, and then with A. and D.'s cards win the trick. You will then perceive that this hand must be played in a very different way from that in which it would be played at practical whist. It requires but little thought to see how the odd trick must be won by A. and D. But it is not too much to say that no amount of thought or experience could enable A. and D. to win the odd trick had they been playing whist against X. and Y. as partners, and consequently unacquainted with the position of the cards in the various hands. Consequently I do not place very much value on the capacity which enables a man to work out double dummy problems without fail, when I consider the application of this capacity for whist. The two

cases are entirely different, and bring into play entirely different mental powers. A problem at dummy requires quiet calculation, whist-playing requires a quick calculation of probabilities from the evidence before you, and an acute perception as to whether this evidence is genuine or false. If an adversary has played a false card, the evidence on which you have to estimate probabilities is false, so you must also judge whether or not the adversary has played you a false card. A mere plodding mathematical intellect will solve a problem of double dummy. It requires something more subtle in the mind to enable a man to play whist.

False cards, which are so much condemned by the orthodox player, cannot be played at double dummy, as no deception can take place. At whist, however, they may, and often do produce singular results; and although I must caution you never to play a false card until you have advanced beyond the condition of a moderate player, yet when you become more skilled a false card often wins or saves the game when nothing else could do so. Some time ago I won a game by false cards being played, which is an amusing instance. I required three tricks to save and win the game. Diamonds were trumps. I hoped to obtain a ruff from my partner in clubs, and I held queen, knave, and

nine of diamonds. Ace turned to my right. Towards the end of the hand, right hand adversary led king of trumps. On this I played my queen. He then led a spade, which left adversary won, and then returned a trump. Right hand adversary finessed ten; and I won with knave and led a club; to my surprise my partner won this, and led the eight of trumps. Right hand adversary held ace and four of trumps, and he now concluded that my partner held seven of trumps behind the eight, that his partner held the nine, and that I held no more. If he put his ace on the eight, his partner's nine would fall, and the seven would remain the best trump in, so he played his four. My nine won, and we won the game. At double dummy we must have lost.

At the commencement of a hand you may perceive that if your partner is moderately strong, you can ensure game, or at least a large score. Suppose you hold king, ten, five, two of diamonds, trumps; ace, queen, four of spades; king, eight, two of clubs; queen, knave, eight of hearts. Score love all. This is a good hand. Two honours in your partner's hand, would give you a fair chance of game. You lead the two of diamonds, second hand plays ten, partner plays eight, fourth player three. From the fall of these cards you perceive that two

by honours are against you, you therefore cannot win the game. The object, therefore, should be to try and save it. Taking a possibly unfavourable view of your hand, you find only one tolerably certain trick in it, viz., ace of spades. Your partner may hold the nine of trumps, but it is two to one against his doing so. If he does not hold it, there are in the adversaries' hands six more trumps, which may be divided between them three and three or four and two.

Suppose left adversary, after winning with ten of trumps, leads a small heart, third player plays ten, and you win with knave. If you play another trump you almost to a certainty throw the lead into the hands of your left adversary, which may be good play as you are again led up to, and this suits your hand. But it would be very doubtful whether another trump should be led *merely* for the purpose of getting out the adversary's trumps, as you would then leave your king singly guarded, and your object now should be to make king of trumps, ace, queen of spades, and king of clubs, by which means you save the game out of your own hand if your partner win only one trick. If your partner can win two tricks so much the better. But your main object in the game now should be to throw the lead into the hand of your left adver-

sary, and not to consider the object to be to draw trumps. The difference between the two systems of play you will perceive is distinct. You change your game from the attack to the defence. Disarming your antagonists when at the same time you disarm yourself is not always sound play. If, for example, you hold a small trump, and each adversary holds a better trump, it is very tempting to lead this trump and bring down the adversaries' two together. But if the only chance you have of making another trick is to ruff with your losing trump, it would be a mistake to lead it, even though it took out the adversaries' trumps. Many a game is saved in this way, and many players fail to notice how it is saved. Suppose you require one trick to save a game, and you see your only chance is to make a ruff. You succeed in this, and your adversaries make their trumps separately on tricks which neither you nor your partner could win. The adversaries will often congratulate themselves on this result, and will imagine that they could not do better than make their trumps separately.

Although it is rarely advisable to commence a game by leading a single card and thus playing for a ruff, yet there is no rule without an exception, and in desperate cases it might be tried. When however, you come accidentally as it were on a ruff

and succeed with a weak hand of trumps in making a trump, the great object is to give your partner the lead in order to obtain from him another ruff. To do so requires some consideration as regards the previous leads, but you will understand what I mean by the following example.

Suppose you led a small club, your partner third in hand wins with ace and returns you a spade, which you ruff. To attempt to give your partner the lead by leading him another club is useless, for as he won with ace, he cannot hold either king or queen, so another club must give the adversaries a lead, and your trumps will be immediately drawn. You must try the suit that you have not led. Say for example diamonds are trumps ; your partner won with ace of clubs, so you must try him again with a heart. He may obtain the lead in the heart, he cannot obtain it in the club. When weak in trumps and weak in playing cards, the only possible chance of a score is a double ruff, and this you may often obtain when you find an original lead from an adversary of a suit in which you hold five, and your partner shows strength in another suit in which you hold only one or two. Giving your partner the chance of a discard is often a means of obtaining a double ruff. For example, right adversary leads king of clubs, you

hold four clubs, with the ten, your partner plays eight of clubs, and king wins. Right adversary now leads a small spade in which suit you hold ace king, queen and one other. You may now fairly conclude that original leader led from ace king, knave of clubs, and is waiting for the finesse, your partner is either asking for trumps, or holds only the queen, nine of clubs, or no more. You play your queen of spades and partner's two falls, lead ace of spades and partner's ten falls. You then lead king of spades, and partner throws nine of clubs. You then lead him a club and he ruffs, having got rid of his remaining club.

When you or your partner has obtained a ruff in a suit and the game is in danger, you should alter the play of ace king when you lead. Suppose you hold no winning card in any suit, but possess the losing trump of the two remaining in; the winning trump being in the adversaries' hands. You require one trick to save the game, and you hold no club. Your partner leads you the king of clubs. If he has led from king queen, and the ace is against you, the ace would win this trick, your trump might be drawn, and the adversaries might lead a long suit and win the game. Under such circumstances you would be justified in trumping the king. If, however your partner had led you

the ace with ace king, you of course would not have trumped the ace. It is therefore usually better to play ace then king, instead of king then ace, when you or your partner have ruffed a suit, to prevent your partner trumping a card which is equivalent to the best card in the suit.

In the play of a hand you must draw your conclusions as to where particular cards are located from the best evidence presented to you. But be very careful that you do not allow a fanciful imagination to take the place of fair induction. I have lost many a game in consequence of this imagination of my partner. The following is a case that occurred:—My partner held knave, seven of clubs, a small spade, the lower of two remaining, a small diamond and a small trump (hearts), the lower of two remaining. I held ace queen, two of clubs and two small diamonds. My right adversary led four of clubs. I played the two, fourth hand played the five, and partner won with seven. After a little hesitation my partner led the small spade; second hand won with higher spade; I discarded a diamond, and fourth player discarded six of clubs. Right adversary then led king of diamonds. His partner took this with ace, drew my partner's trump, and made the remaining tricks with diamonds.

"Why did you not lead the club up to the weak hand?" I inquired.

"Because I thought you *must* have the other spade," was my partner's reply.

"Why should you think so?"

"Well, I don't know why, but I fancied you must have it."

That is, my partner's fertile imagination, based on no evidence, lost a trick.

This is a very common phase of the bad player; instead of leading cards up to a weak hand, and thus giving his partner every opportunity of finessing, he will imagine some card *must be* in his hand, when there is no evidence to indicate its presence, and then will play in such a manner that if it is not there, he must give the adversaries a great advantage.

Your attention in the early part of the play of a hand should be given to discover where certain cards are situated which have not been played, for the advantage gained by good over bad players is usually in the last four or five cards.

You must bear in mind that to play out an ace or any other winning card of a suit does not give you all the advantages to be derived from this card. Your ace, if led, will be played to by the adversaries with the lowest cards in their hand.

If, however, you remain fourth player and your ace is led up to, you not only win with it, but you usually capture and destroy the best card in that suit, and held by your right adversary.

If there is any other lead available, I usually object to lead king, from king queen and another. There are two hands against you to one for you, in which the ace may be situated. If you lead the king and the ace is against you in *either* adversary's hand, you make the queen only. If the ace is to your right, you probably make both king and queen if you don't lead either.

You must at all times play your hand with a view to save or win the game, or to make a score. So that the play of the hand varies according to your own or the adversaries' score.

If, again, you are certain by one system of play to reach four, but by another to reach game, or if the play fail, to reach only three, play for game or three, unless the chances of success are very much against you.

You must expect, if you play at whist much, to sometimes win, sometimes lose; to hold cards far above the average some days, and far below the average at others. Some players are so constituted, that they chuckle and exult when they hold four by honours, as though these honours were

some proof of their own skill or power. When, however, these same persons have a run of luck against them, they look the picture of misery, and not uncommonly become unnecessarily fault-finding. Avoid these manifestations of weakness. Whist is a philosophical game, and should be played calmly, and without any demonstration.

Another bad habit, which is not unfrequent among some players, is to play their cards, whether winning or losing, in very different ways. A winning card is banged on the table, whilst a losing card is quietly dropped out. Play all cards quietly, and in the same manner.

Some men are so weak, that their countenances mirror their hands, and you can tell by an adversary or a partner's look, whether or not his hand is good. It is needless to tell you, such a demonstration gives an adversary a great advantage.

LETTER XVIII.

THE LAWS OF WHIST.

It rarely happens that many rubbers of whist are played, especially by inexperienced players, without a question or dispute arising as regards the penalty which may or can be claimed for certain offences. These disputes may usually be classed under three heads, viz.:—

1st. Those which arise from a want of knowledge of the rule which distinctly bears on the case.

2nd. From the facts that occurred being obscure, and it being difficult to decide on the actual occurrences.

3rd. From there being apparently no rule which distinctly bears on the special case under dispute.

The most numerous are those coming under the head of class 1. I have, therefore, in the index, (Rules) given the page and the number of the

rule applying to the most common questions; and I will here mention what I have found the most numerous class of disputes.

In all the following cases X. and Y. are partners against A. and B.

Case I.

Two cards played at once, the upper card seen, the lower card concealed, can both be called.

Rule.—Both can be called; the rule distinctly says, any card exposed on or above the table, even though snatched up so quickly as not to be named, is an exposed card, and liable to be called.

Case II.

A player A. draws a card from his hand, and separates it so completely, that he holds it nearly a foot from the cards in his hand. One adversary X. sees it to be a court card; the player then replaces the card in his hand, and is about to play another card, when the adversary X. says, "I call your king." The card happened to be the queen. A. replies, "I have not the king." "I mean the queen," says X., which A. does hold. A. objects to this guessing, and refuses to play any but the small card.

Rule.—A.'s position is sound; X. could not name the card, but having knave in his own hand, it followed that either king or queen must be the card partly exposed by A. X. guessed, and his guess was wrong, so that A. not only is not bound to play the queen, after the king had been called, but X., from naming a wrong card, has rendered himself or his partner liable to have a suit called, when it is next the turn of either to lead.

Such a dispute as the above could only occur with feeble players. A man who allows his hand to work before his head, is always blundering. To pull out a card before you have decided to play it, is one of the most silly acts you can commit at whist.

Case III.

X. and Y., partners against A. and B.—X. leads out of turn, when it is Y.'s turn to lead. A. says "I will leave the penalty to you, partner." B. replies, "No I would rather you enacted it." X. claims that A. and B. have lost their right to enact a penalty, as they have consulted.

Rule.—Rule 84 says that the partners may

agree as to who is to enact the penalty, and what is agreeing but discussing which is to enact it. They cannot lose their right to enact a penalty, but X. and Y. may claim that as A. decided that B. should enact it, B. must do so. The usual remark is, "Will you enact the penalty, partner, or shall I?"

Case IV.

X. Y., partners against A. B.—A. leads nine of hearts, X. trumps with ten of clubs, having the ace in his hand the turn-up trump. B. plays small heart, and Y. says, "They are both ours," and puts king of trumps on his partner's ten, and throws ace of hearts on the table; A. and B. claim a revoke, Y. says there were only two cards in; his partner held ace of trumps, and when he said "They are both ours," he intended to throw down his two cards.

Rule.—Whatever Y. *intended* to do, he actually played a trump to the heart, and then led a heart, and so revoked. The most frequent revoke is when only two cards remain in, and the players play in a hurry.

Case V.

X. Y., partners, against A. B.—X. leads five of spades when it is A.'s lead. A. leads small spade, on which X. plays the five. B. wins this trick and the two next. Y. wins the fourth trick, and he is then called on by A. to lead a heart. He objects, for two reasons: 1st, that X. has got rid of his exposed card; and 2ndly, that as three tricks have been won, it is too late to call a lead.

Rule.—Y.'s objection is ridiculous. Getting rid of his exposed card does not prevent the other penalty for his offence being enacted, viz., calling a suit when it is the turn for him or his partner to lead. After the offence has been committed, A. could not call on X. and Y. to lead a suit until it was their turn to lead.

Case VI.

A. leads when it is B. his partner's turn to do so. X., an adversary, calls for a club from B. B. immediately leads a heart, and it is discovered that B. held a club. X. claims a revoke (rule 61). B. states he did not hear X. call for a heart. A. says he did not hear a heart called. Y. says he did hear a heart called.

Rule.—This is coming very close to a question of facts. Each witness may be considered prejudiced, but as Y. was further from X. than either A. or B., it ought to follow that if he heard the call, A. and B. ought to. It is unreasonable to assume that A. and B. were deaf, and Y. gifted with acute hearing. Although two witnesses did not hear, their evidence is negative evidence, whereas Y.'s evidence is positive. The dispute is an unpleasant one, and should be guarded against by speaking loud enough to prevent any mistake.

Case VII.

X. holds the three best hearts in his hand, and one trump diamonds. Y. holds the remaining trump, the best; and three losing spades. X. says "The four tricks are mine, the three best hearts and the remaining trump." A. and B. claim to call these cards and call the trump, by which they would win three out of the four tricks. X. objects, as he says he should have played the three best hearts and then the trump.

Rule.—X.'s objection is unsound, and A. and B.'s claim just. X. assumes that his

partner could not make a mistake. He assumes that if he led a heart, it would be impossible that his partner would trump it. There is nothing impossible in such a proceeding. By naming his cards as the best, he cautions his partner not to make a mistake, and so the penalty claimed is sound whist law.

Case VIII.

X. and Y. win three tricks. X. then shows four by honours, and claims game. A. and B. throw down their cards. Then X. and Y. throw theirs down—and it is seen that X. had revoked. A. and B. claim the revoke, as the cards had not been cut for the next deal. X. and Y. say, "As the cards were thrown down by A. and B. it is too late."

Rule.—Rule 59 applies. X. and Y. are liable to the penalty for a revoke.

Case IX.

A. and B. win a certain number of tricks, pack them up, and show three by cards. They suppose they have won three by cards. They claim three by cards and score them. X., who is gathering the tricks for his partner, does not

object to the score. Y., however, is lighting a cigar during this scoring and until the two packets of tricks are mixed. He then says, "What are you scoring?"

"Three by cards," remarks A.

"Only two by cards," says Y.

Y. then takes the pack, and laying it out in fours, says, "You cannot show me how you won three by cards." As some of the cards are mixed, A. and B. state they are not called upon to prove how they won three by cards. They claim that their score is correct, and that Y. has no right to question the score at this late period.

Rule.—Y.'s claim is frivolous and vexatious. The time to object was when the adversaries were scoring three by cards, and before the two packets were mixed. To dispute a score after the proof of that score is very difficult—is unjust. It ought to be made when its proof or disproof exists.

Case X.

A. and B. win two by cards and hold two by honours. During the next deal they discuss the play of the hand, and before the trump card is turned,

A. says to B., "Score four." X. turns up the trump card, and then says, "What are you scoring?"

"Two by cards and two by honours," replies A.

"You never called your honours," remarks X. "And scoring them is not sufficient."

Rule.—Case 2 in "Cavendish" applies to this case. How could A. and B. be four, unless they intimated that the extra two above their tricks were honours. X. should have questioned the score before he turned the trump card, if he were really in doubt as to how the score was made up. To wait until he has turned up the trump card indicates a desire to entrap the adversaries on a mere technicality.

Case XI.

A. and B. win the trick and hold two by honours; they score the trick, and X. goes on with the deal. Just as X. is about to turn up the trump card, A. says, "Stop; are we not two by honours?" Before it is agreed that A. and B. were two by honours, X. turns up and quits the trump card, and claims that it is too late to score honours.

Rule.—Immediately a question as to A. and B. holding honours was raised, X. should

have waited to turn up the trump card till the question was settled. But A. requested X. to stop, which X. did not comply with. The fact of his hurrying on with the deal, during the discussion about honours, does not prevent honours from being counted, as A. had claimed them before the deal was completed.

Case XII.

A. and B. hold two by honours, but make no mention of them until X. has turned up the trump card, so as to be seen by each player. The card is held in his hand, but is not quitted when A. and B. say "Two by honours." X. says, "Too late, the trump card is turned." (See Rule VI.)

Rule.—This case occurred at the Halifax Club. Upon referring to the *Field* it was decided that the trump card must be turned and quitted to render the claim for honours invalid. Rule VI., therefore, appears misleading, as it therein says, honours, unless claimed before the trump card of the following deal is *turned up*, cannot be scored.

The above decision, however, is undoubtedly just, and for the following

reasons. Suppose the trump card happened to be face upwards; it would then be turned and seen as soon as the fifty-first card was dealt or removed from above it. And under this condition the adversaries of the dealer would be too late to score honours. Again, the exact instant when the trump card is turned enough to be exposed, may be a question of dispute, but the fact of its being turned and quitted is not open to dispute.

Case XIII.

A. and B. hold two by honours, and win three by cards. A., who collected the tricks, miscounted them, and said, "We have just missed the game. We are four." A. scored four, and cut for X. to deal. X. commenced his deal, and misdealt. The cards were then cut for B. to deal. After the cards were cut, X. remarks, "What do you score?"

A. replies, "Two by cards, two by honours."

"You were three by cards," says X., "but you never named or called your honours."

"Then I will call them now and score game," replied A.

"You cannot score honours now, as I have dealt," replied X.

"You have not dealt, you misdealt," replied A., "and I claim to score my honours."

Rule.—This case occurred at the Club at Simla, in 1877. As an outsider the case was referred to me. I gave it as my opinion that a misdeal was no deal, and did not invalidate the scoring of honours. The case was much discussed and was referred home. The decision, however, of the home authorities was not as decisive as it should or might have been. The reason why a misdeal should not be considered as a deal, when honours are to be counted, is the rapidity with which a misdeal may be made. Suppose A. and B. held honours, but have not named them when the cards are cut for the next deal. They see there is plenty of time to call and score them before the trump card is turned and quitted; but X., the dealer, deals the first two cards to his left adversary, and the third card to his partner, and thus completes a misdeal with the first three cards, and if a misdeal were to count as a deal, then A.

and B., would in consequence of X.'s fault and act be deprived of their right to score honours—a result which cannot be just, and cannot therefore be law. Hence I think it always ought to be decided that a misdeal does not prevent honours from being claimed.

Case XIV.

A. draws a card from his hand and almost touches the table with it, but suddenly changes his intention of playing it, and replaces it among his other cards.

X. says, "That is an exposed card, you must leave it on the table."

A. says, "Name it."

X. replies, "It is not necessary to name it. Rule 56 says, any card in any way exposed on or above the table, even though snatched up so quickly that no one can name it, is an exposed card, liable to be called, and your card was exposed above the table, and though I cannot name it, I know it to be a court card."

A. claims that unless named the card cannot be called.

Rule.—Rules 56 and 60 refer to this case.

A card *detached* from the other cards

but not quitted, is a detached card only. If it can be named, it becomes an exposed card, and liable to be called. There is no penalty for a detached card; but to detach a card when you have not decided to play it, gives the adversaries a chance of naming this card, and converting it into an exposed card, with all its penalties.

Case XV.

A. played a club to a spade and held a spade. His partner asked him if he did not hold a spade. "Spade led," replied A., "oh, yes, I have a spade."

"Play your lowest spade," said X. Whereupon A. played the three. "Is that your lowest," remarked A.'s partner. "No; I have the two," replied A. He then wished to take up the three and play the two; but X. argued that, by rule 61, A. was liable to a penalty for a revoke by playing his three, and his two was liable to be called as he had named it. What is the law in this case?

Rule.---The bearing of law 61 has been much discussed, and an able letter from Cavendish in the *Field*, in 1877, argues the case very fairly and justly. Rule 64

says, *in no case* can a player be compelled to play a card which would oblige him to revoke. If A. were not allowed to correct his mistake by playing his two and leaving his three an exposed card, just as he would be allowed to do if he had played a diamond to a heart when he held a heart, he would be compelled to play a card which would oblige him to revoke. Again, rule 73 says, the "revoke is established when the trick in which it occurs is turned and quitted." In case 15, X. claims that the revoke is established immediately A. plays the three when he holds the two, the *act* of playing being the establishment of the revoke, instead of the turning and quitting of the trick. Taking the bearing of rules 64 and 73, it appears that X. cannot be supported by the laws as fairly interpreted. Again, it is a principle in whist law, that the penalty should bear some proportion to the offence; that the penalty for a revoke should be claimed for playing a three instead of a two without power of correcting this error, appears giving a very severe punishment

for a very light offence, and is not just according to whist law.

Case XVI.

A. in dealing turns up a card face upwards, he turns it face downwards so quickly that neither X. nor Y. knows what the card was. They ask A. what the card was which was exposed, and in his partner's pack. A. asserts he is not compelled to name it.

Rule.—A.'s proceeding is an attempt at unfairness. He must have seen the card, and thus knows one card in his partner's hand, and yet he refuses to give the information obtained by his own clumsy dealing to his adversaries. A. is not warranted in concealing from the adversaries the value of the exposed card, and thus not giving the adversaries the option of a fresh deal.

Case XVII.

A., whose turn it is to lead, leads the ace and two of clubs, both cards falling together on the table. X. calls the two of clubs as the lead, and requests the ace be left as an exposed card on the table. X. wins the two of clubs with his queen,

plays a thirteenth heart, and calls the ace of clubs on it. Can X. enact these penalties ?

Rule.—Certainly. Both the ace and two are exposed cards ; either can be called for the lead, and the other called at any time. X. is acting strictly by rule in what he does.

Case XVIII.

A. leads, B., his partner, plays before X. the second player, and Y. also plays before X. A says to X., "Don't win the trick, your partner has played before you." By rule 68, Y. was justified in playing before X., because B. had played before X. Is there no penalty that can be inflicted on A. for attempting to enact a penalty to which he is not entitled ?

There is no other penalty for attempting to claim that to which you are not entitled, other than the ridicule which a man naturally deserves who shows his ignorance of the laws of a game that he has probably played for years.

Case XIX.

Inquiry : I have been witness during the past two months as a bystander to the following cases at whist, and it appears to me, that further

legislation is required as to this particular point. A. and B. were partners, A. dealt, and his deal was so slovenly that he took up one of his partner's cards with his own; he thus held fourteen cards, his partner twelve. The adversaries having each thirteen, had no means of knowing the state of the adversaries' hands. A. won the first trick, he then played ace king, of a plain suit, and laid down the four honours in trumps and claimed game. He and his partner, as well as the adversaries, threw their cards on the table, when they were all mixed, and the adversaries never had a chance of discovering the defects in A. and B.'s hands. On the second occasion four other players were playing when a similar occurrence took place, with the exception, that A. and B. (A. being the dealer who took up one of his partner's cards) held no winning cards, whilst X. and Y. held two by honours, and won three by cards. But towards the end of the hand, A. announced that he had four cards in his hand, and his partner only two, so, by Rule 44, it was a misdeal, and X. and Y. can score nothing. So that A.'s carelessness prevented X. and Y. scoring game. Is there no penalty for such an offence?

Rule.—As the laws at present stand, X. and Y. in the first case might have requested

A. and B. to lay their remaining cards on the table, when, by counting, they would have discovered that one must have held fourteen, the other only twelve cards, consequently A. and B. were not entitled to score anything. In the second case there was no remedy. It was a hard case that X. and Y., by a fault of A., should not be allowed to score their game. Still such is the law at present. I cannot but think that additional legislation on this point might be made, and probably in the following manner. The dealer is responsible that he deals thirteen cards to each player. Each player must be responsible that he hold no more and no less than thirteen. If two partners hold twenty-six cards between them, one holding more, the other less than thirteen, whilst the adversaries hold thirteen each, no score made by the partners holding the unequal number of cards can be counted in that hand, whereas any score made by the partners holding thirteen each can be counted. Such a law would at once meet the case. The three cards in last part of the hand,

viz., three in say A.'s hand and one in B.'s being played so that the last card in A.'s hand is allotted to B., but does not render him liable to a revoke. There might thus result a heavy penalty for playing with fourteen cards in one hand and twelve in the partner's hand. The question is, I think, worth considering.

Case XX.

A. revokes, X. at end of hand, says, "I will take three tricks from A.'s packet and add them to my own."

"You can't do that," remarks A., "it is making a double penalty. I will bet five pounds you cannot."

X. makes no remark but leaves the room, and brings in "Cavendish on Whist," and shows A. rule 72, by which X.'s claim is correct. X. then says, "That is five pounds you owe me."

"You never took the bet," remarks A. "You said nothing, and therefore it is no bet." X. claims it as a bet.

Rule.—Although the dispute is relative to a whist law, the question is one more nearly connected with the laws of betting. A. offered a bet of five pounds, X. said

nothing, neither did the other players, neither probably did a dozen bystanders. Each player and bystander might therefore claim five pounds. This is unfortunately a by no means uncommon proceeding with some persons, the bet is loosely made, and after the point is decided, a claim is made or disputed. To have made this bet binding on A., X., before leaving the room should have said, "I feel certain I am right in my claim, and I accept your bet if you are equally certain," an assent from A. would then have made it a bet. To leave the room without speaking, and to look at the law in the book, gives a slight suspicion that it was a case of "If I'm right I win five pounds, if wrong it's no bet."

On one occasion I was witness of a somewhat similar proceeding. A player, A., dropped two cards, X. claimed them as exposed cards. A. positively asserted that X. could call one only as he intended to lead the other. X. as proof of his being right said, "I will bet you a thousand pounds to one I can call both." "I will take that bet," remarked A. The law was referred to, and X. was shown to be correct.

"A pound I win," remarked X. "Nonsense," replied A., "you were certain of the law, it was only a joke and no bet." If X. had been wrong, it might be interesting to know if A. would have considered it a joke.

Case XXI.

A. holds ace, king, and two small trumps, turns up the ace, and when it is his lead leads the king. Y., his right hand adversary, without waiting for X. or B. to play, plays the two of another suit. A. says to X., "Play your highest trump." X. asserts the demand is illegal, that no rule obliges him to play his highest under these conditions. What is the rule?

Rule 68 says that X. could be called on to win or not to win the trick; it does not say he can be called on to play his highest. The penalty in this case differs from the penalty for the offence named in Rule 86, where a player may be called on to win or refrain from winning, *or* to play the highest or lowest of the suit led. Consequently there appears to be no penalty for this offence. Yet the act of Y. gives X. an advantage; he knows Y. holds no trump, consequently he might play to

advantage a card which he would not think of doing had he been unaware of the fact revealed by his partner. It may admit of question whether the same penalty ought not to exist in Rule 68 as exists in Rule 86.

Case XXII.

A. is playing with a dummy against X. and Y. It is X.'s lead, but A. leads the three of hearts (trumps), X. makes no remark, but leads the six of hearts, Dummy plays seven, Y. plays eight, and calls the three of hearts. A. takes up the three of hearts and wins the trick with the nine of hearts, and shows the rule to X. and Y., that he is not liable to a penalty for exposing his card. Y. then says we will have a lead then from you, lead a club. A. objects, and says, having elected to call the three of hearts, you cannot now change and call a uit. What is the law?

Rule.—The call of the three of hearts was illegal. There is no such penalty for A. as exposing a card. There is no law by which A. could be called on for a suit when it is his lead, as the rule for Dummy says—"If, however, he lead from Dummy's hand when he should lead

from his own, *vice versâ*, a suit may be called from the hand which ought to have led." But it says nothing about a penalty for Dummy or Dummy's partner leading when it is the adversary's lead, although it seems reasonable that some penalty ought to be instituted.

Case XXIII.

The players hold four cards each, A. and B. have won only one trick. It is Y.'s lead, and X. says, now you cannot win another trick. A. offers to bet he *can* win another trick, which bet X. accepts. Y. leads ace of hearts, which A. wins with the two of trumps, and X. then shows the three remaining trumps, and on looking into A.'s hand it is found he revoked when he trumped the heart. Does A. win his bet?

Rule.—A.'s act is very much like the act of a sharper. A. and B. having gained only two tricks three tricks cannot be taken from them, otherwise A. might have been caught in his own snare. X.'s bet referred undoubtedly to winning every trick by fair means, not by foul, and amongst honest players the bet would be given in favour of X.

Case XXIV.

It is B.'s lead, at the commencement of a hand. A. says, "It is no matter what you play, I have game in my hand." X. then requests A. to lay down his hand, which A. refuses, as he asserts the demand is illegal. What is the rule?

Rule.—There is no *penalty* for saying I have game in my hand, the remark is against etiquette, and it rarely saves time to make such a remark, a little patience would soon have revealed the fact to the adversaries, who would then probably have thrown up their cards.

Case XXV.

A. deals and turns up queen of spades, and allows this trump card to remain on the table after the second trick is turned and quitted. X. leads ace of spades at the third trick, and calls the queen of spades on the trick. A. says, "Well, I will play it, but it's sharp practice." An opinion is requested.

The whole question indicates the tyro, and shows that the disputants were very young.

Rule 52 says, that the trump card is liable to be called if left on the table after the *first*

trick is turned and quitted. A. left it till after the second trick was turned and quitted. Does A. consider that if trumps had not been led he might have left his queen exposed till the eighth or ninth trick had been won? It is certainly not usual to call the trump card if left after the first trick is turned, but the rule positively states it may be called when so left. After the second trick it deserves to be called, even in order to cure A. of such slack habits. Leaving the trump card exposed indicates negligence. The remark about sharp practice indicates a bad temper, and both are amongst the worst faults of a whist player.

Case XXVI.

A. B. and X. Y. enter a club card room and draw for partners. A. deals, and during the deal C. enters the room; he says I thought I should have been in time to cut. He then walks out of the room. In two hands A. and B. win a bumper. C. is not in the room, so A. says what are we to do.

"Cut again for partners, I suppose," said X.

They draw, and A and X. are now partners.

They take their seats and A. commences dealing, when C. again enters the room, and remarks that he has been cut out of the rubber, and that it was a hard case. An opinion is requested.

Rule.—A. B. X. Y. were not bound to go in search of C. He left the room without any directions to the players. If he run the risk of staying away long enough for the rubber to be won, he ought to have asked one of the players to draw a card for him for the next rubber, and also asked that he might be sent for, the whole dispute is due to C.'s negligence and the four players cannot be accused of making a hard case for him, as he never even intimated that he would play in the next rubber.

Case XXVII.

A. drops a card face upwards on the table. When it is A.'s turn to play the adversaries call on him to lead this card. Is not this calling a lead, which is a penalty that cannot be exacted for an exposed card.

Rule.—It is calling the exposed card, which card can be called at any time; that it can be called when it is A.'s lead is not

the same thing as calling a lead. When a player has rendered himself liable to have a lead called you can call any suit. In this case you only call an exposed card.

Case XXVIII.

A. plays with dummy against X. and Y. It is dummy's lead, but A. leads ace of clubs. X. stops A. and reminds him it is dummy's lead. A. without haste plays from dummy's hand the king of clubs. X. calls A.'s ace on the king, and finding he cannot exact this penalty calls a suit from dummy. What is the law?

Rule.—X. is too late, the time to call a lead was when dummy led the king of clubs, that is, X. can call a lead from the hand which ought to have led, but not after he has allowed this hand to lead.

Case XXIX.

A. says, "You need not play; look at my hand." He lowers his hand, but does not quit it, and shows four honours in trumps and an ace, king, queen suit. X. and Y. claim to call his cards, X. holding no card of the suit in which A. had ace, king, queen. Can they do so.

Rule.—There is no penalty for lowering the

hand so that even your partner sees it, though such a proceeding is most irregular and in many cases may give your partner a great advantage. There appear some grounds for instituting additional legislation as regards lowered hands, some cases at present appearing very unsatisfactory.

Case XXX.

A card from dummy's hand is dropped on the floor, its absence not noticed till half of the hand is played. What is the penalty.

Rule.—The card is restored to dummy's hand. No penalty for revoke.

Case XXXI.

Dummy omits to play to a trick. Is there any penalty.

Rule.—The same penalty as at whist. Rule 69.

THE END.

George Routledge & Sons'

ELEGANT EDITIONS

OF THE

STANDARD ENGLISH NOVELISTS.

"*The imprint of George Routledge & Sons is a guarantee of literary excellence and moral purity.*"—N. Y. JOURNAL OF COMMERCE.

THE WAVERLEY NOVELS.

"What a good gentleman, what a friendly soul, what a generous hand, what an amiable life, was that of the noble Sir Walter."—THACKERAY.

"He was a great man, and, what is more, a good man. He has left us a double treasure,—the memory of himself, and the possession of his works. Both of them will endure."—W. E. GLADSTONE.

"No sounder piece of British manhood was put together in that eighteenth century of time. Alas! his fine Scotch face, with its shaggy honesty, sagacity, and goodness, when we saw it latterly on the Edinburgh streets, was all worn with care, the joy all fled from it,—ploughed deep with labor and sorrow. We shall never forget it; we shall never see it again. Adieu, Sir Walter, pride of all Scotchmen; take our proud and last farewell!"—CARLYLE.

SIR WALTER SCOTT'S NOVELS.

NEW ILLUSTRATED EDITION.

Containing all the notes, glossary, index, etc. Beautifully printed from new, large, and clear type, on fine paper. Each volume containing and average of five steel plates, from designs by George Cruikshank, J. M. W. Turner, and other celebrated artists.

25 volumes, 12mo, cloth (in boxes), per set, ...	$25 00
——————— half calf, extra, per set, ...	62 50
Cloth, per volume.	1 25

WAVERLEY.
IVANHOE.
ROB ROY.
THE ABBOT.
THE PIRATE.
THE TALISMAN.
THE ANTIQUARY.
WOODSTOCK.
RED GAUNTLET.
KENILWORTH.
GUY MANNERING.
THE BETROTHED.
THE MONASTERY.
OLD MORTALITY.
QUENTIN DURWARD.
ST. RONAN'S WELL.
ANNE OF GEIERSTEIN.
FORTUNES OF NIGEL.
BRIDE OF LAMMERMOOR.
HEART OF MIDLOTHIAN.
COUNT ROBERT OF PARIS.
PEVERIL OF THE PEAK.
FAIR MAID OF PERTH.
THE BLACK DWARF.
A LEGEND OF MONTROSE.
THE SURGEON'S DAUGHTER.
CASTLE DANGEROUS.
GLOSSARY.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

LORD LYTTON'S NOVELS.

"There is not a single work of Lord Lytton's, not even his satires or his translations, which does not show his unflagging industry, his passion for literature, his hearty appreciation of rising genius, his kindness, his geniality, his humanity. There have been more prolific writers, but for versatility Lord Lytton is first in the race, and the rest of the field are not placed. As a novelist, there was nothing he did not handle, and very few things he did not adorn. We have no hesitation in affirming that, in the last years of his life, Lord Lytton was not only the foremost novelist, but the most eminent living writer in English literature."—QUARTERLY REVIEW.

LORD LYTTON'S NOVELS.

THE NEW LIBRARY EDITION.

Beautifully printed from new, large, and handsome type, on fine paper.

26 volumes, 8vo, cloth, gilt tops (in boxes), per set, . . .	$65 00
——————— half calf, extra, per set, ...	130 00
Cloth, gilt top, per volume, ...	2 50

EUGENE ARAM.
NIGHT AND MORNING.
PELHAM.
ERNEST MALTRAVERS.
ALICE.
LAST DAYS OF POMPEII.
HAROLD.
WHAT WILL HE DO WITH IT? Vol. I.
WHAT WILL HE DO WITH IT? Vol. II.
LEILA.
THE PILGRIMS OF THE RHINE.
LAST OF THE BARONS.
LUCRETIA.
THE CAXTONS.
DEVEREUX.
MY NOVEL. Vol. I.
MY NOVEL. Vol. II.
THE DISOWNED.
THE PARISIANS. Vol. I.
THE PARISIANS. Vol. II.
GODOLPHIN.
PAUL CLIFFORD.
ZANONI.
RIENZI.
A STRANGE STORY.
KENELM CHILLINGLY.
PAUSANIAS, THE SPARTAN.
THE COMING RACE.
FALKLAND, and ZICCI.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

LORD LYTTON'S NOVELS.

"Poet, Essayist, Orator, Statesman, Dramatist, Scholar, Novelist—he had been all these, and this not like the fickle profligate satirized by Pope, who tried all things and never finished any; for whatever the character Lord Lytton essayed to fill, he worked at the object he put before himself with conscientious thoroughness until he had completed his design."—LONDON TIMES.

"It may be said that Bulwer's works have found their way into the homes of all classes and ranks of the community, and have done so for forty years without intermission, being more popular at this moment than they ever were before."—TEMPLE BAR.

LORD LYTTON'S NOVELS.

THE KNEBWORTH EDITION.

Printed from large, clear type, on fine paper. Each volume containing a frontispiece.

28 volumes, 12mo, cloth (in boxes), per set, ...	$35 00
——————— half calf, extra, per set, ...	84 00
Cloth, per volume, ...	1 25

EUGENE ARAM.
NIGHT AND MORNING.
PELHAM.
ERNEST MALTRAVERS.
ALICE.
LAST DAYS OF POMPEII.
HAROLD.
WHAT WILL HE DO WITH IT? Vol. I.
WHAT WILL HE DO WITH IT? Vol. II.
LEILA.
THE PILGRIMS OF THE RHINE.
LAST OF THE BARONS.
LUCRETIA.
THE CAXTONS.
DEVEREUX.
MY NOVEL. Vol. I.
MY NOVEL. Vol. II.
THE DISOWNED.
FALKLAND.
ZICCI.
THE PARISIANS. Vol. I.
THE PARISIANS. Vol. II.
THE COMING RACE.
GODOLPHIN.
PAUL CLIFFORD.
ZANONI.
RIENZI.
A STRANGE STORY.
KENELM CHILLINGLY.
PAUSANIAS, THE SPARTAN.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

ALEXANDRE DUMAS' NOVELS.

"What was it that so fascinated the young student, as he stood by the river shore? What book so delighted him, and blinded him to all the rest of the world? Do you suppose it was Livy, or the Greek grammar? No; it was a NOVEL*; it was the prisoner of the Chateau d'If cutting himself out of the sack, and swimming to the island of Monte Cristo. O Dumas! O thou brave, kind, gallant old Alexandre! I hereby offer thee homage, and give thee thanks for many pleasant hours. I have read thee (being sick in bed) for thirteen hours of a happy day, and had the ladies of the house fighting for the volumes."*—THACKERAY.

ALEXANDRE DUMAS' NOVELS.

NEW ILLUSTRATED EDITION.

Printed from new, clear type, on fine paper. Each volume containing six full-page illustrations.

14 volumes, 12mo, cloth (in boxes), per set, ...	$17 50
——————— half calf, extra, per set, ...	42 00
Cloth, per volume, ...	1 25

In the following list the volumes are grouped together in the different series in which they are published. Each group is arranged in the order in which it should be read.

MONTE CRISTO.

THE THREE MUSKETEERS.
TWENTY YEARS AFTER.
THE VICOMTE DE BRAGELONNE. Vol. I.
THE VICOMTE DE BRAGELONNE. Vol. II.

THE CONSPIRATORS.
THE REGENT'S DAUGHTER.
MEMOIRS OF A PHYSICIAN.
THE QUEEN'S NECKLACE.
TAKING THE BASTILE.
THE COUNTESS DE CHARNY.

MARGUERITE DE VALOIS.
CHICOT THE JESTER.
THE FORTY-FIVE GUARDSMEN.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

CHARLES LEVER'S NOVELS.

"There is no dulness in Mr. Lever's dashing, daring, rapid books. . . . Who can take a standing leap like the author of HARRY LORREQUER? *Who can witch the world with such noble horsemanship? He has the true spring of Irish humor and Irish shrewdness in him. Mickey Free is as merry and honest a rogue as ever happy fancy invented; and all the secondary bits of life and character in the home-country are admirable."*—BLACKWOOD'S MAGAZINE.

"Pre-eminent for his mirth-moving powers, for his acute sense of the ridiculous, for the breadth of his humor, and for his power of dramatic writing, which renders his boldest conceptions with the happiest facility."—LONDON ATHENÆUM.

LEVER'S NOVELS.

THE "HARRY LORREQUER" EDITION.

A New Edition, printed from new plates, in a large, clear type, on fine paper. Each volume containing six page illustrations from designs by Cruikshank, Browne, and other artists.

26 volumes, 12mo, cloth (in boxes), per set, ...	$32 50
——————— half calf, per set, ...	78 00
Cloth, per volume, ...	1 25

HARRY LORREQUER.	FORTUNES OF GLENCORE.
CHARLES O'MALLEY.	LORD KILGOBBIN,
TOM BURKE OF OURS.	LUTTRELL OF ARRAN.
DODD FAMILY ABROAD.	SIR JASPER CAREW.
DAVENPORT DUNN.	MAURICE TIERNAY.
THE DALTONS.	A DAY'S RIDE.
JACK HINTON.	ONE OF THEM.
THE KNIGHT OF GWYNNE.	BRAMLEIGHS OF BISHOP'S FOLLY.
CON CREGAN.	SIR BROOKE FOSSBROOKE.
ARTHUR O'LEARY.	THAT BOY OF NORCOTT'S.
ROLAND CASHEL.	BARRINGTON.
MARTINS OF CRO' MARTIN.	TONY BUTLER.
THE O'DONOGHUE.	HORACE TEMPLETON.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

MACDONALD'S NOVELS.

"The books are of their own kind. One cannot read them without being stimulated to something nobler and purer, for they may honestly be called both. They are a mine of original and quaint similitudes, and their deep perceptions of human nature are certainly remarkable. . . . . On the whole, Mr. George MacDonald is a power already, and will soon be a greater one. . . . Let it stand to his credit that, in an age of loose literature, he is, like Scott, and Dickens, and Thackeray, pure-minded. He writes better English (because more imaginative and loftier) than Charles Reade, or any of that ilk. And while Wilkie Collins outdoes him in plot, he outdoes Wilkie Collins and the rest of the plotters in delicacy and sweetness of touch. Should George MacDonald rise hereafter above this present point, high and good as it is, he will merit and receive distinguished praise. And, as a man hardly at the entrance of middle life, there is no reason why this should not be. His hand has not lost its cunning, and his eye is still undimmed."—SCRIBNER'S MONTHLY.

GEORGE MACDONALD'S NOVELS.

ANNALS OF A QUIET NEIGHBORHOOD.

Crown 8vo, cloth, $1 75.

"It is as full of music as was Prospero's Island; rich in strains that take the ear captive and linger long upon it."—SATURDAY REVIEW.

"Whoever reads the story once will read it many times; it shows an almost supernatural insight into the workings of the human heart."—PALL MALL GAZETTE.

THE SEABOARD PARISH.

A SEQUEL TO "ANNALS OF A QUIET NEIGHBORHOOD."

Crown 8vo, cloth, $1 75.

"A story of the very highest order, full of deep and healthy truth, told in the most genial way; a story to be read thoughtfully, slowly, lovingly."—BIRMINGHAM DAILY POST.

THOMAS WINGFOLD, CURATE.

Crown 8vo, cloth, $1 75.

"There is no literature better than this."—ILLUSTRATED TIMES.

"Uses his captivating pen for the dissemination of some of the richest truths of the Christian system."—CHRISTIAN NEWS.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

MARRYAT'S NOVELS.

"*His stories of the sea are unquestionably the first in their peculiar line.*"—DUBLIN UNIVERSITY MAGAZINE.

"*The novels of Captain Marryat are the best of nautical romances.*"—H. T. TUCKERMAN.

"*Captain Marryat's productions are happy in more senses than one; he employs neither the effort nor the prolixity of Cooper; his conception of character is so facile and felicitous that his personages immediately become our intimate acquaintance, and astonish us by their faithful resemblance to whole classes of beings similarly situated. Captain Marryat's humor is genuine; it flows naturally, and insensibly communicates to the reader the gayety the author himself seems animated with.*"—WESTMINSTER REVIEW.

CAPTAIN MARRYAT'S NOVELS.

NEW ILLUSTRATED EDITION.

Printed from large, clear type, on fine paper. Each volume containing six or more full-page illustrations.

24 volumes, 12mo, cloth (in boxes), per set, ...	$30 00
——————— half calf, extra, per set, ...	72 00
Cloth, per volume, ...	1 25

THE KING'S OWN.
FRANK MILDMAY.
PERCIVAL KEENE.
THE PHANTOM SHIP.
THE DOG FIEND.
JACOB FAITHFUL.
THE POACHER.
THE PACHA OF MANY TALES.
JAPHET IN SEARCH OF A FATHER.
RATTLIN THE REEFER.
MIDSHIPMAN EASY.
PETER SIMPLE.
NEWTON FOSTER.
VALERIE.
OLLA PODRIDA.
MONSIEUR VIOLET.
THE PIRATE AND THREE CUTTERS.
CHILDREN of the NEW FOREST.
SETTLERS IN CANADA.
POOR JACK.
THE PRIVATEERSMAN.
THE MISSION.
THE LITTLE SAVAGE.
MASTERMAN READY.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

FIELDING'S AND SMOLLETT'S NOVELS.

"*Smollett and Fielding were so eminently successful as novelists, that no other English author of that class has a right to be mentioned in the same breath. We readily grant to Smollett an equal rank with his great rival, Fielding,—while we place both far above any of their successors in the same line of fictitious composition. Perhaps no books ever written excited such peals of inextinguishable laughter as those of Smollett.*"—SIR WALTER SCOTT.

"*Fielding is the first of the British novelists. His name is immortal as a painter of natural manners. In his powers of strong and natural humor, and forcible yet natural exhibition of character, the father of the English novel has not yet been approached even by his most successful followers. He is, indeed, as Byron terms him—'The prose Homer of human nature.'*"—SIR WALTER SCOTT.

FIELDING'S AND SMOLLETT'S NOVELS.

ILLUSTRATED EDITION.

Each volume containing eight full-page illustrations by celebrated artists.

6 volumes, 12mo, cloth (in boxes), per set, ...	$7 50
Cloth, per volume, ...	1 25

FIELDING.	SMOLLETT.
TOM JONES.	RODERICK RANDOM.
JOSEPH ANDREWS.	PEREGRINE PICKLE.
AMELIA.	HUMPHREY CLINKER.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

BEACONSFIELD'S NOVELS.

"Full of charming effects of style and fine delineations. The descriptions of Oriental life are only to be compared with those of Anastasius or Eöthen."—EDINBURGH REVIEW.

"In whatever point of view we examine these works, they command unmixed admiration. Admirable as novels of real life, as pictures of English society, as expositions of political parties and principles, as a gallery of living portraits. The recommendation of such novels to our readers would be a work of supererogation."—COURT JOURNAL.

"These volumes abound with passages not surpassed for their beauty in our literature. Delicacy and sweetness are mingled with impressive eloquence and energetic truth. The magic of the style simply consists in the emotions of the writer. He is a thinker who makes others think; and these volumes will be re-perused at intervals with the delight of novelty."—LONDON MONTHLY REVIEW.

EARL BEACONSFIELD'S NOVELS.

STANDARD EDITION.

Printed from large, clear type, on fine paper.

10 volumes, 12mo, cloth (in box), per set, ...	$12 50
——————— half calf, extra, per set, ...	30 00
Cloth, per volume, ...	1 25

LOTHAIR.
CONINGSBY.
SYBIL.
TANCRED.
ALROY.
IXION IN HEAVEN.
INFERNAL MARRIAGE.
POPANILLA.
VIVIAN GREY.
VENETIA.
HENRIETTA TEMPLE.
CONTARINI FLEMING.
THE RISE OF ISKANDER.
THE YOUNG DUKE.
COUNT ALARCOS.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

THE ENGLISH NOVELISTS.

Printed in a convenient, portable size, strongly bound in cloth or half roxburghe, each set in a neat paper box. The Editions advertised on this page are sold in sets only.

AINSWORTH (WILLIAM H.). 17 volumes, 16mo, cloth.....$12 00

Windsor Castle.	Guy Fawkes.	Crichton.
Ovingdean Grange.	Spendthrift.	Auriol.
Lancashire Witches.	Old St. Paul's.	St. James's.
Tower of London.	Mervyn Clitheroe.	Jack Sheppard.
Flitch of Bacon.	Star Chamber.	James II.
Miser's Daughter.	Rookwood.	

AUSTEN (JANE). 5 volumes, 16mo, cloth..... 4 00

Pride and Prejudice.	Mansfield Park.	Northanger Abbey. }
Sense and Sensibility.	Emma.	Persuasion. }

BRONTE (CHARLOTTE and ANNE). 7 volumes, 16mo, cloth..... 8 75

Jane Eyre.	Villette.	Wuthering Heights.
Professor.	Wildfell Hall.	Life of Charlotte Bronte.
Shirley.		

CARLETON (WILLIAM). 5 volumes, 16mo, cloth..... 3 75

Fardorougha.	The Clarionet.	Jane Sinclair. }
The Tithe-Proctor.	The Emigrants.	Neal Malone. }

CHAMIER (CAPTAIN). 4 volumes, 12mo, cloth..... 5 00

Ben Brace.	Jack Adams	Life of a Sailor.
Tom Bowling.		

COCKTON (HENRY). 3 volumes, 16mo, half roxburghe..... 3 75

Valentine Vox.	George Julian.	Stanley Thorne.

DICKENS (CHARLES). 21 volumes bound in 16, 12mo, cloth (with 168 illustrations)..... 16 00

Pickwick Papers.	Oliver Twist. }	Christmas Stories.
David Copperfield.	Tale of Two Cities. }	Hard Times. }
Our Mutual Friend.	Barnaby Rudge.	Great Expectations. }
Dombey and Son.	Nicholas Nickleby.	Sketches. }
Bleak House.	Martin Chuzzlewit.	Christmas Books. }
Old Curiosity Shop.	American Notes. }	Edwin Drood. }
Little Dorrit.	Uncommercial Traveller }	Child's History of England. }

GEORGE ROUTLEDGE & SONS *will send any of the above sets, postage or freight paid, to any part of the United States, on receipt of the price.*

THE ENGLISH NOVELISTS.

Printed in a convenient, portable size, strongly bound in cloth or half roxburghe, each set in a neat paper box. The Editions advertised on this page are sold in sets only.

EDGEWORTH (MARIA). 4 volumes, 16mo, cloth..... $3 00

Manœuvring.	Ennui.	Vivian.
Madame de Fleury.	Emilie de Coulanges.	Almeria.
The Dun.	Absentee.	

EDGEWORTH (MARIA). Illustrated Edition. 10 volumes, 16mo, cloth.. 15 00

Moral Tales.	Castle Rackrent.	Patronage. 2 vols.
Popular Tales.	Irish Bulls.	Harrington.
Belinda.	Fashionable Life.	Helen.

FERRIER (MISS). 3 volumes, 16mo, half roxburghe..... 3 75

The Inheritance.	Marriage.	Destiny.

GERSTAECKER (FREDERICK). 4 volumes, 16mo, half roxburghe..... 5 00

The Two Convicts.	Each for Himself.	A Wife to Order.
The Feathered Arrow.		

GRANT (JAMES). 35 volumes, 16mo, cloth..... 43 75

The Romance of War.	Mary of Lorraine.	The Girl he Married.
The Aid-de-Camp.	The Captain of the Guard.	Lady Wedderburn's Wish.
The Scottish Cavalier.	Lucy Arden.	
Jane Seton	Oliver Ellis.	Only an Ensign.
Philip Rollo.	Letty Hyde's Lovers.	Shall I Win Her?
Arthur Blane.	Second to None.	Fairer than a Fairy.
The Highlanders of Glen Ora.	The Constable of France.	Secret Dispatch.
	The Phantom Regiment.	Jack Manly.
Frank Hilton.	The King's Own Borderers.	Dick Rodney.
The Yellow Frigate.	The Cavaliers of Fortune.	Rob Roy.
Harry Ogilvie.	The White Cockade.	Under the Red Dragon.
Legends of the Black Watch.	First Love and Last Love.	The Queen's Cadet.
Bothwell.		

GRIFFIN (GERALD). 3 volumes, 16mo, cloth..... 2 25

The Munster Festivals.	The Rivals.	The Collegians.

GEORGE ROUTLEDGE & SONS *will send any of the above sets, postage or freight paid, to any part of the United States, on receipt of the price.*

THE ENGLISH NOVELISTS.

Printed in a convenient, portable size, strongly bound in cloth or half roxburghe, each set in a neat paper box. The Editions advertised on this page are sold in sets only.

"GUY LIVINGSTONE"--Novels by the Author of. 8 volumes, 12mo, half roxburghe.....$10 00

Guy Livingstone.	Breaking a Butterfly.	Maurice Dering.
Sword and Gown.	Barren Honor.	Anteros.
Sans Merci.	Brakespeare.	

HALIBURTON (JUDGE). 3 volumes, 12mo, half roxburghe..... 3 75

Sam Slick in England.	The Clockmaker.	The Letter-Bag of the Great Western.

HOOK (THEODORE). 15 volumes, 16mo, half roxburghe..... 18 75

Gilbert Gurney.	Passion and Principle.	All in the Wrong.
Gurney Married.	Fathers and Sons.	Man of Many Friends.
Merton.	Cousin Geoffrey.	The Widow and the Marquess.
Cousin William.	Maxwell.	
Gervase Skinner.	Peregrine Bunce.	The Parson's Daughter.
Jack Brag.		

HOOK (THEODORE) SAYINGS AND DOINGS. 5 volumes, 16mo, half roxburghe..... 6 25

Passion and Principle.	Cousin William.	Merton.
Man of Many Friends.	Gervase Skinner.	

KINGSLEY (HENRY). 8 volumes, 12mo, half roxburghe..... 10 00

Austin Elliot.	The Harveys.	The Hillyars and the Burtons.
Geoffry Hamlyn.	Stretton.	
Leighton Court.	Ravenshoe.	Silcote of Silcote's.

LOVER (SAMUEL). 4 volumes, 12mo, cloth..... 4 00

Handy Andy.	Irish Stories and Legends.	He would be a Gentleman.
Rory O'More.		

MAXWELL (WILLIAM H.). 10 volumes, 16mo, half roxburghe..... 12 50

Hector O'Halloran.	The Bivouac.	Flood and Field.
Stories of Waterloo.	Luck is Everything.	Peninsular War.
Captain Blake.	Highlands of Scotland.	Captain O'Sullivan.
Wild Sports of the West.		

RICHARDSON (SAMUEL). 3 volumes, 12mo, cloth..... 3 75

Clarissa Harlowe.	Sir Charles Grandison.	Pamela.

GEORGE ROUTLEDGE & SONS *will send any of the above sets, postage or freight paid, to any part of the United States, on receipt of the price.*

THE ENGLISH NOVELISTS.

Printed in a convenient, portable size, strongly bound in cloth or half roxburghe, each set in a neat paper box. The Editions advertised on this page are sold in sets only.

SMEDLEY (FRANK E.). 4 volumes, 12mo, cloth.....$6 00

Frank Fairlegh.
Harry Coverdale.
Lewis Arundel.
The Colville Family.

SMITH (ALBERT). 5 volumes, 16mo, half roxburghe..... 6 25

The Adventures of Mr. Ledbury.
The Pottleton Legacy.
The Scattergood Family.
Christopher Tadpole.
Marchioness of Brinvilliers.

TROLLOPE (ANTHONY). 22 volumes, 12mo, cloth..... 27 50

He Knew He was Right.
Can You Forgive Her?
The Macdermots of Ballycloran.
The Kelly's and the O'Kelly's.
Tales of all Countries.
The Belton Estate.
The Bertrams.
Mary Gresley.
Doctor Thorne.
Orley Farm.
Phineas Finn.
Lotta Schmidt.
Miss Mackenzie.
Castle Richmond.
Rachel Ray.
Ralph the Heir.
The Eustace Diamonds.
La Vendée.
Lady Anna.
Phineas Redux.
The Vicar of Bullhampton.
The Golden Lion of Granpere.

VERNE (JULES). 12 volumes, 16mo, cloth..... 9 60

The English at the North Pole.
The Field of Ice.
Journey to the Centre of the Earth.
Five Weeks in a Balloon.
From the Earth to the Moon.
A Floating City.
The Blockade Runners.
Twenty Thousand Leagues under the Sea. Part I.
Twenty Thousand Leagues under the Sea. Part II.
A Voyage Round the World. South America.
A Voyage Round the World. Australia.
A Voyage Round the World. New Zealand.
Round the World in Eighty Days.

WHITEFRIARS (Author of) Novels and Tales. 8 volumes, 16mo, cloth.... 10 00

Cæsar Borgia.
Madelein Graham.
Owen Tudor.
Whitehall.
Whitefriars.
Westminster Abbey.
Maid of Orleans.
Gold Worshippers.

YATES (EDMUND). 11 volumes, 12mo, cloth..... 13 75

Running the Gauntlet.
Kissing the Rod.
Black Sheep.
Broken to Harness.
Righted Wrong.
Land at Last.
The Rock Ahead.
The Forlorn Hope.
A Waiting Race.
The Impending Sword.
The Yellow Flag.

GEORGE ROUTLEDGE & SONS *will send any of the above sets, postage or freight paid, to any part of the United States, on receipt of the price.*

ROUTLEDGE'S STANDARD NOVELS.

EACH VOLUME ILLUSTRATED.

In the following list, the publishers have selected the representative works of the greatest masters of fiction, and have issued them in a special style, nicely and clearly printed, with six page-illustrations in each volume. 12mo, cloth, per volume, $1.25.

HANDY ANDY. By Samuel Lover.

"This boy Handy will be the death of us. What is the police about, to allow the uttering of a publication that has already brought us to the brink of apoplexy fifty times?"—*Sporting Review.*

CHARLES O'MALLEY. By Charles Lever.

"Mr. Lever is not only exceedingly popular with readers at large, but his exuberant jollity has achieved a great triumph in overcoming the gravity even of the sternest of the rigid tribe of reviewers."—*Allibone's Dictionary of Authors.*

MONTE CRISTO. By Alexandre Dumas.

"'Monte Cristo' is Dumas' best production, and the work that will convey his name to the remembrance of future generations as a writer."

VALENTINE VOX. By Henry Cockton.

"It abounds in droll scenes, which will keep the most melancholy reader in a side-aching fit of laughter as long as he has the book in his hands."—*London Times.*

TOM JONES. By Henry Fielding.

"As a picture of manners, the novel of 'Tom Jones' is indeed exquisite; as a work of construction, quite a wonder. The by-play of wisdom, the power of observation, the multiplied felicitous turns of thought, the varied character of the great comic epic, keep the reader in a perpetual admiration and curiosity."
—THACKERAY.

FRANK FAIRLEGH. By Frank B. Smedley.

"A most entertaining story. We are delighted with its characters and incidents, and charmed with its pleasing glimpses of English life and scenery."

THE WANDERING JEW. By Eugene Sue.
THE MYSTERIES OF PARIS. By Eugene Sue.

These two great classics of French fiction now occupy an enduring and prominent place in the field of imaginative literature.

GEORGE ROUTLEDGE & SONS *will send any of the above volumes by mail, postage paid, to any part of the United States, on receipt of the price.*

LIBRARY OF CONGRESS
0 020 237 391 4